Legend Mode

Overview

Legend Mode makes up the story portion of the game. This is where you'll learn about the events that lead to characters from across the Zelda universe meeting up, and who the mysterious Lana is. You'll also unlock most of the playable characters, Heart Containers, and Pieces of Heart while playing through each of Legend Mode's 32 stages.

The gameplay for Legend Mode is pretty straightforward: Follow the objectives as they pop up on the screen and keep the enemies from taking your home base. We'll breakdown the best way to accomplish the objectives in each level and when is the best time to go on the hunt for those elusive collectible items.

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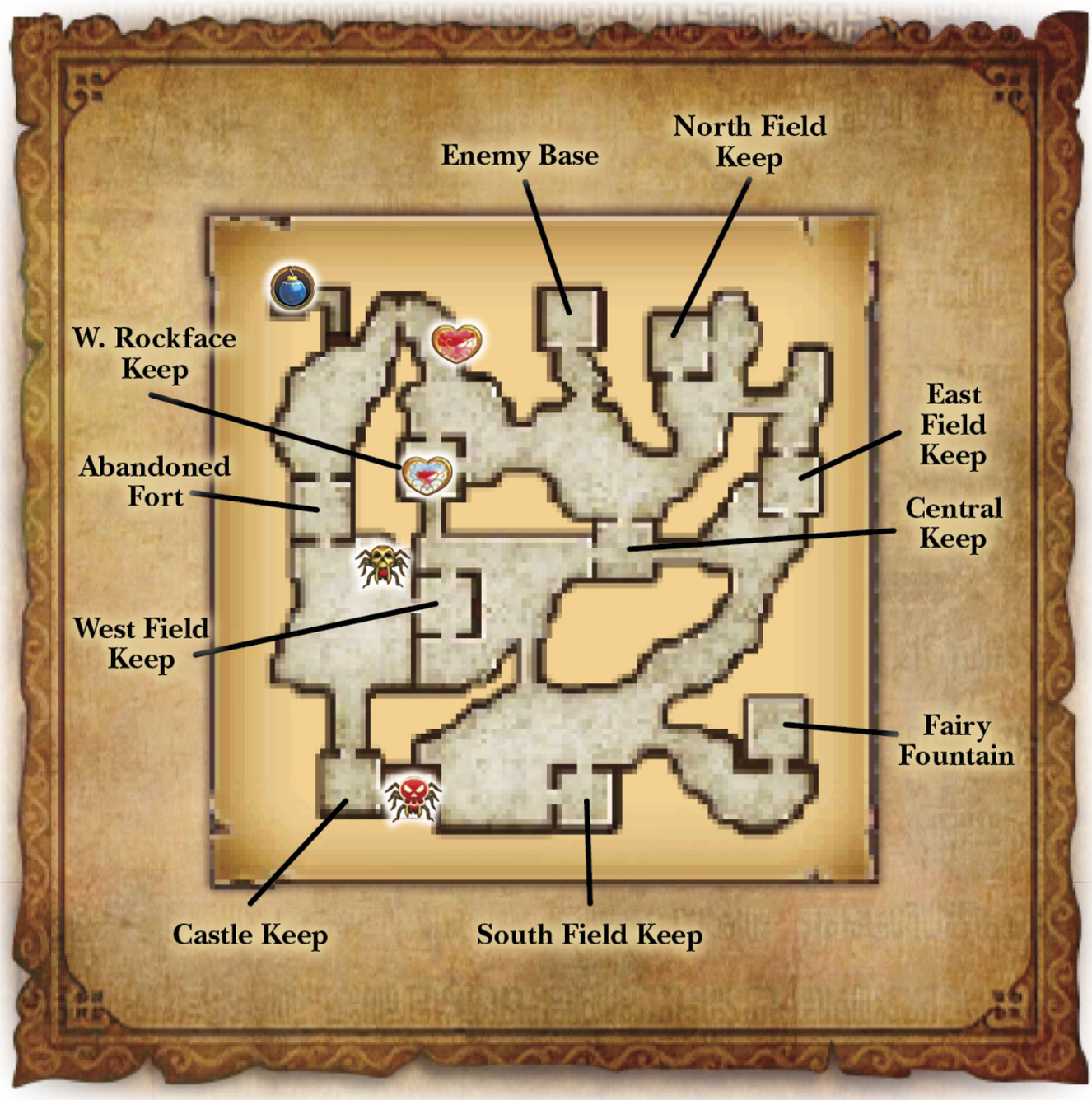
Hyrule Warriors Legends

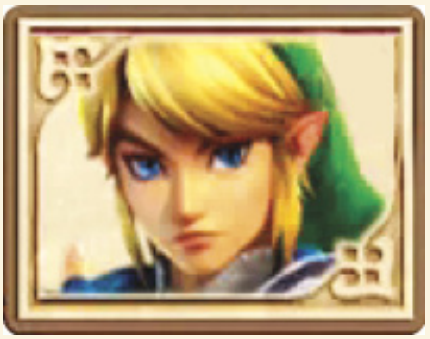
Legend Mode

The Armies of Ruin: Hyrule Field

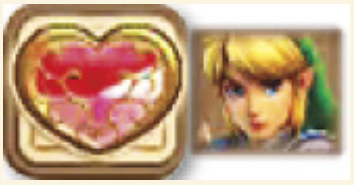


GOLD SKULLTULA
HARD GOLD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
OCARINA OF TIME
OWL STATUE
HOOKSHOT
HAMMER

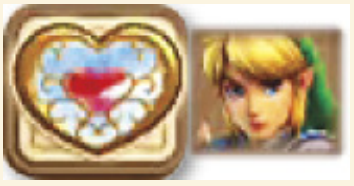
Playable Characters

 Link

Heart Container

 Link

Piece of Heart

 Link

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Link's Hylian Sword: Use the Magic Circle while repelling the advance of enemy forces.

Unlockables

Bombs
Impa
Free Mode
Adventure Mode
Gallery

Victory Conditions

Defeat all enemies.

Defeat Conditions

If Zelda flees or Hyrule Castle is captured.

Hero-in-Training

Princess Zelda has been having ominous, recurring dreams about an evil force sweeping over Hyrule. Her fear that these dreams are something more leads her on the hunt for the legendary Hero who can don the green Hero's Tunic. As she investigates the soldiers training within her walls, she notices a young recruit with much more skill and vigor than the rest: a young man by the name of Link.

Before she can come to any conclusions about Link's potential to become the Hero, she is called away on urgent matters: It seems that her dreams were premonitions after all, for the devious Wizzro and his right-hand, the Dragon Knight Volga, march toward Hyrule Castle with an army of Moblins bent on claiming all of Hyrule for themselves.

STRATEGIC ADVANTAGE

At this point, we all know who Link is and his place as the legendary Hero, but we'll still need to prove that fact to Impa and Zelda. And to do that, we're going to need to help win this battle.

Below are descriptions of how to complete all of the objectives in this level of Legend Mode. Follow our instructions and we'll give you the fastest, easiest, and most fruitful strategies for completing the level and finding lots of secrets along the way.

ASSISTING IMPA

Helping Impa doesn't require as direct an approach as it might seem. Just make your way across the starting bridge into the field ahead and start swinging. As you thin the enemy numbers, a fairy named Proxi will call out for help. Help her the same way you've been helping Impa, via relentless assault on the enemy.

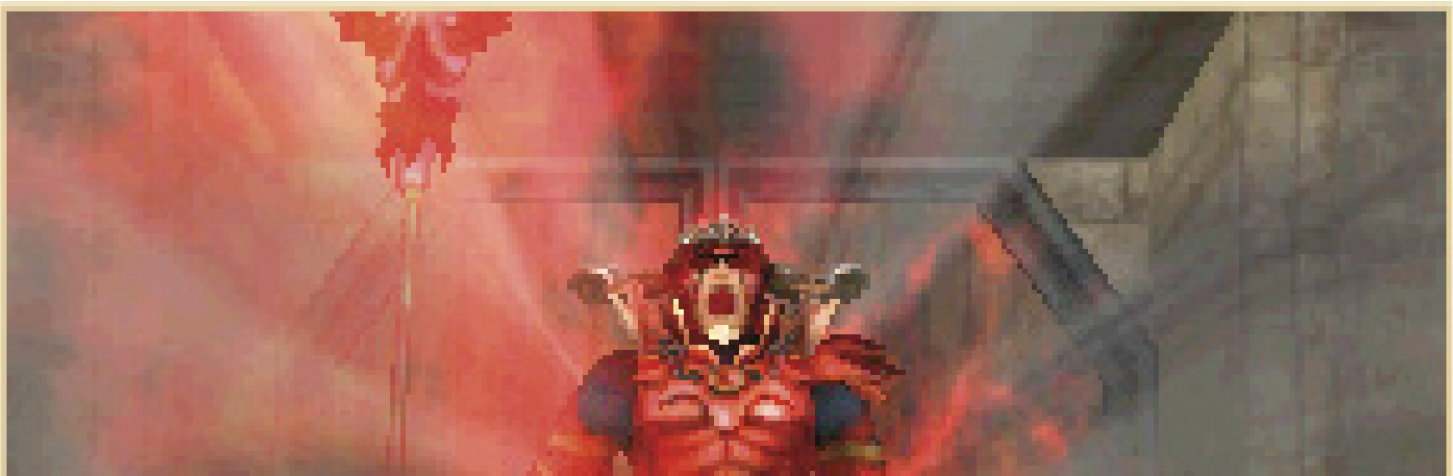
After you clear enough enemies, Proxi will hitch a ride with Link, serving as the silent protagonist's mouthpiece for the rest of your adventure.

ATTACKING

If you've played any other *Warriors* title before you know exactly what to expect. If you're new to the series, however, head over to the Hero Training section of this guide to get a full breakdown of the different methods of attacking, targeting, and pretty much every other mechanic in *Hyrule Warriors*.

Continue fighting the enemy hordes until the gate to the Abandoned Fort to the north opens.

FACE THE DRAGON KNIGHT!



A new wave of enemies comes out of the Abandoned Fort and their leader, the Dragon Knight Volga, must be defeated to capture the keep.

WEAK POINT? SMASHING!

Enemy Captains, Warriors, and Giant Bosses all have Weak Point Marks. Weak Point Marks show up after the Captain, Warrior, or Giant Boss performs a certain move, or when you perform a specific attack against which the enemy is weak. Most enemies will display their Weak Point Mark after performing a Force Blast and following up with a counterattack. After they complete their counterattack, the Weak Point Mark will appear above the their heads.

Force Blasts are defensive moves that are used exclusively by Captains and enemy Warriors. After being assaulted for longer than they desire, the Captain or Warrior will unleash a Force Blast, which looks something like a force field that knocks your Warrior back. This which is almost immediately followed up with a counterattack.

Whenever you see a Weak Point Mark, your number one priority should be to attack—and with gusto. Every attack lowers the Weak Point Mark's gauge, and when it drains completely, your Warrior will perform a Weak Point Smash, a devastating special attack that deals a lot of damage.

Volga is the first enemy Warrior you'll do battle with in *Hyrule Warriors* and he is no pushover. Luckily, you only need to get him down to half health to end the fight.

The easiest—and fastest—way to defeat Volga is with a full-on relentless assault. Keep swinging until he hits you with a small Force Blast. After knocking you back, he'll likely do a small jump, followed by a downward lunge with his lance. Roll backward to avoid the lunge, then roll right back at him and start swinging as soon as you see his Weak Point Mark. Most enemies will knock you away or evade your attacks after you've degraded their Weak Point Mark enough, but Volga's Mark can often be driven down in a single assault.

Repeat this method a few more times and Volga will retreat from the battle, opening the northern gate of the Abandoned Keep and giving Link a good amount of Experience Points.

OH CAPTAIN, MY CAPTAIN

Captains are enemies that have Health Bars and are most easily identified by the Target Lock-On icon above their heads. They are also one of the three enemy types that have Weak Point Marks. A defeated Captain will almost always leave behind a Material, Rupees, and regenerative items like Hearts, Triforce Pieces, and Magic Jars. This is true for enemy Warriors, like Volga, as well.

ON THE LEVEL

On the bottom screen, just below your Rupees, you'll find your Warrior's Level and Experience Bar. Defeating enemies earns you experience, which will slowly fill up your Experience Bar. When the bar completely fills, your Warrior will Level Up, increasing their strength and, at times, increasing their total Heart Container count.

After a Level Up, the Experience Bar will empty. Just fill it back up and your Warrior will Level Up again and again.

DEFEAT LIZALFOS

As you make your way north, an ally Goron Captain will request your assistance with a pesky Lizalfos. Lizalfos are agile enemy

Captains that can breath fire balls or create flamethrower-like bursts in front of and around themselves. They are defeated in much the same way as Volga—attack them until they knock you back with a Force Blast, at which point they'll do one of two moves: breath a spray of fire directly in front of them, or breath a wall of fire in quarter circle around them and then do a downward stab attack. The first move is the one you want, as it is the easiest to counterattack, but both moves reveal the Lizalfos's Weak Point Mark.

The best way to tell which move it's using is by looking at Lizafos's feet. If a blue aura surrounds it, Lizalfos is about to use the second and more devastating of the two attacks. Unless you're certain you can get behind Lizalfos without getting hit by its flames and its lunge, you're better off waiting out this one, as it'll do a substantial amount of damage and you'll also miss your window for attacking while its Weak Point Mark is in view.

IT'S THE BOMB

Once Lizalfos has been dispatched, the door to the mines, which is directly north of you, will open up. Head inside and follow the stairs down to the bottom of the mine shaft, where you will find a treasure chest containing the Bomb Sub-Weapon.

After obtaining your new toy, Moblins begin dropping boulders down in front of the mines, locking you in. Head back up the stairs and test out your new tool by pressing 0.

IT'S A SECRET TO EVERYBODY

Just outside the mines you'll find a boulder that is concealing a treasure chest. Destroy the boulder with your Bombs and open the chest to find a nice little Rupee stash.

Make sure to use Bombs on every boulder you see to find chests, jars, and Skulltulas.

Head south, back through the Abandoned Keep, and into the field where you started the Scenario. Once there, go east toward the West Field Keep. The Keep is blocked off by boulders (it's marked as an X on your minimap). Luckily, you have your new toys; use your Bombs again to destroy the boulders.

SWITCHING CHARACTERS

Link has cleared the boulders, but the West Field Keep's doors are shut tightly. Time for a little help from a friend! Tap Princess Zelda's portrait on the bottom screen to take control of her, then fight hard to capture the nearby West Field Keep.

PLAYING FOR KEEPS

If you're wondering what the point of capture Keeps is, here's a breakdown: Keeps are strongholds that continuously produce more soldiers to aid in the battle. Your overall goal in each battle is to capture a majority of the Keeps. Capturing keeps stops the flow of enemy units from that location and starts a flow of friendly units to help during the battle. It also slows down the enemy's conquest of a map by forcing them to stop at every one of your Keeps to capture it. If you don't capture Keeps, you'll be forced to run back and forth around the map to keep your enemies from winning by capturing your home base.

To capture a Keep, you simply need to decrease the meter directly below your minimap by defeating enemies inside the Keep itself. As you defeat the Keep's forces, more units will teleport in to try and stop you. Once the meter is empty, the Keep Boss will appear. Defeat this Captain and the Keep is yours!

Another way to find the locations of specific Keeps is through the Battlefield Info screen in the Pause menu. Press 2 to bring up the Scenario-Information Screen, then select Battlefield Info, press f and you'll find a list of all the Keeps in this Scenario. We'll be referring to Keeps by their names often in this guide, so make sure to use this screen to point you in the right direction.

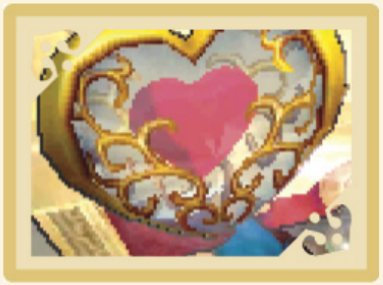
CAPTURE TWO MORE KEEPS

Capturing the West Field Keep opens its doors, allowing Link to join Zelda. Your new objective is to capture the two nearby Keeps, which are marked on your map as objectives. Switch back to Link if you like, or keep using Zelda as you fight to capture the two Keeps.

DON'T GET SHUT OUT!

If you captture either of the Keeps before visiting the northern areas of the battlefield, their northern gates will slam shut, cutting you off from the north side of the map. If you want to grab this Scenario's Heart Container and Piece of Heart, head north before capturing either of the Keeps.

Piece of Heart Opportunity



When playing as Link, cross over to the north side of the map and head west to W. Rockface Keep. Capture the Keep to make a treasure chest containing the Piece of Heart appear. Open the chest and claim your new Piece of Heart.

HAVE A HEART

In Hyrule Warriors, you'll find health-boosting items called Heart Containers and Pieces of Heart. Heart Containers permanently increase the health of the Warrior that finds by one, but you'll need to collect four Pieces of Heart to accomplish the same goal.

Each Legend Mode Scenario has a Piece of Heart and a Heart Container that can be found only with the specific Warriors listed in the Scenario details. Most of these items can be found by capturing Keeps or blowing up boulders with Bombs.

Heart Container Opportunity

As Link, head directly north of the W. Rockface Keep on the map's north side to find a boulder concealing a treasure chest. Open the chest to claim your new Heart Container.

MEETING THE GREAT FAIRY

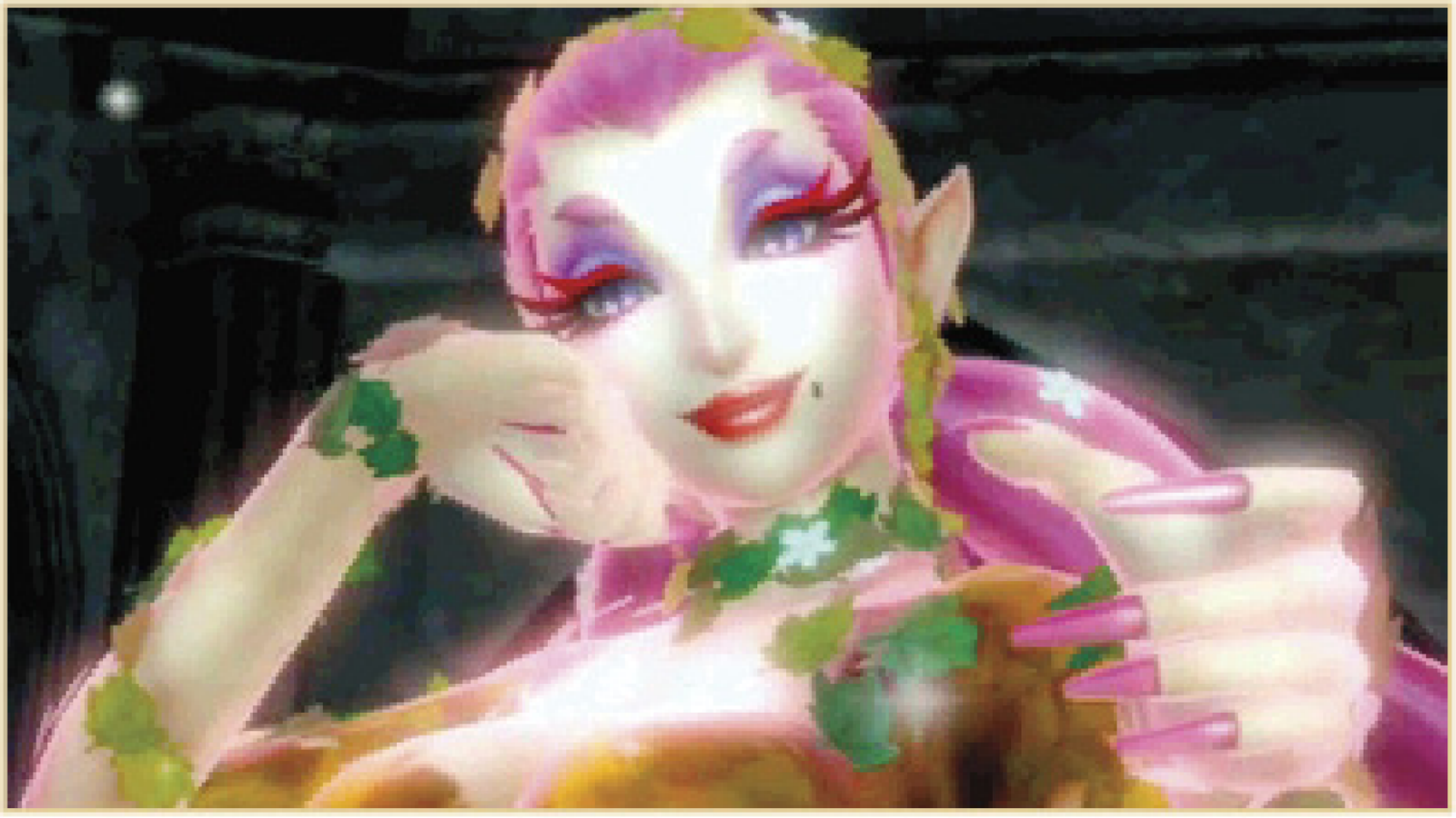
After you've captured the Keeps, Zelda hatches a plan to devastate the enemy forces. Down in the southeast corner of the map is the fountain of the Great Fairy. If Zelda and Link can pray to her, she may assist the heroes in defeating the enemy troops—that's the plan anyway.

Head south toward the Great Fairy's fountain, but before entering it, make sure to stop off at the South Field Keep to the west of the Great Fairy. It will likely be in danger and have a couple, if not several, enemy Captains. Defeat them and any other enemies with Health Bars to give your allies the edge they need to hold down the fort.

CAUTION

Beware: As Link and Zelda journey to the Great Fairy, a pesky Lizolfos begins advancing from the northwest! Switch to Impa and defeat the Lizalfos before it runs amok.

Now head toward the Great Fairy and use your Bombs to destroy the cracked wall blocking your entry. Upon entering the fountain, move directly into the center of the circle in front of the fountain and hit ^. The Great Fairy heeds the requests of Zelda and Link and destroys a large portion of the enemy's army.



REPTILIAN RAMPAGE

To get back at Zelda's forces for that little Great Fairy trick, Wizzro calls in some help of his own in the form of the mighty King Dodongo.

Hard Mode Skulltula Opportunity

You must be using Link and his Hylian Sword before this Skulltula will show up. After helping Zelda pray to the Great Fairy, the Hard Mode Skulltula will make an appearance in the bottom-left corner of the screen near Hyrule Castle. You'll find the Skulltula sitting on the southern wall in the gated-off corridor directly to the right of Hyrule Castle.

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Boss Fight: King Dodongo First Fight

Legend of Zelda veterans will know this creature and its hatred of Bombs all too well. The giant lizard starts its path of destruction directly above the Central Keep. It swiftly conquers the Keep before making its way down to the Allied Base, destroying every Keep it comes across along the way.

Boss fights are all about speed in *Hyrule Warriors*. Letting a boss have its way with the battlefield for too long will have heavy consequences. If a boss enters the field, waste no time in attacking and defeating it.

Don't hesitate to hit the boss with attacks until its Weak Point Mark is exposed; most attacks do little or no damage and can leave you vulnerable to a boss's attack.

Skulltula Opportunity

Unfortunately, you've likely crossed the 1,000 KO mark around the time you start this boss fight, which means your very first Gold Skulltula has appeared somewhere on the field. If you want to get the Skulltula, you'll need to ignore the devastating Dodongo and head directly to the west side of the battlefield, above the Hyrule Castle Keep.. The Skulltula can be found skittering along the ground to the right of the Abandoned Keep's southern entrance. Hit it to defeat it and earn your first puzzle piece.

If you race directly to the Central Keep, you should have no problem catching the Dodongo before it destroys the Keep and moves on.

King Dodongo looks frightening, but if you know what you're doing, you'll make the fire-breathing behemoth look like a garden-variety lizard. Just wait for Dodongo to open its mouth and then throw a Bomb inside to get it to reveal its Weak Point Mark. The trick is knowing when Dodongo's going to open its mouth and when it's going to strike with another move: Just about any time the Dodongo breaths fire, it'll follow up by opening its mouth to charge up a giant fireball to damage you. You know what to do at this point—toss that Bomb in its mouth and then let it feel the fury of your sword.

If King Dodongo stands up on its back legs, get a good distance away, as it'll likely come crashing down, sending a shock wave in every direction. If it doesn't crash down, then it's going to roll directly toward you. This is a good deal easier to dodge if you're alert. Roll to either the left or right so you are not directly in front of the Dodongo and you should be fine.

LINK AND THE 180 SKULLTULAS

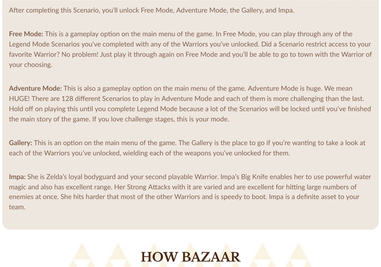
Throughout your time with *Hyrule Warriors*, you'll find Gold Skulltulas: spider-like creatures with golden skulls for carapaces. These eerie arachnids can't attack and they don't move much except shuffle around in a circle.

Any time a Skulltula enters the battlefield a notification will pop up on the screen to let you know. To find the Skulltula, you must take a look at the web that will appear on your minimap; the Skulltula will be somewhere within that web. The best way to find it is by listening to the sound of it moving, a light crunching or shuffling noise. So crank up your volume whenever a Skulltula is on the field; if you hear that, you'll know you're on the right path.

Hitting the Skulltula once is all it takes to defeat it, at which point it drops your prize: a puzzle piece from one of several puzzles that each reward prizes when they are completed.

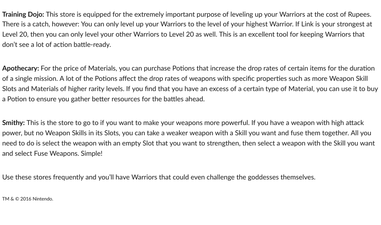
In every Legend Mode mission, you have the opportunity to find two Gold Skulltulas. The first will show up after 1,000 enemy KOs, while the second can be found only after completing Legend Mode, then playing through again on Hard difficulty. Once you've met those two requirements, you'll be able to see the second Skulltula's level-specific requirements.

King Dodongo must also have aspirations of becoming a singer, as it likes to make powerful, shock wave-producing roar frequently. Before the Dodongo roars, it cocks its head back and to the side (use the above screenshot as a reference). This is your chance to race a good distance away from the monstrous reptile to avoid having your skull rattled and your eardrums . . . well, let's just say they'll be a lot less than functional. The roar is definitely one of Dodongo's most powerful attacks, so avoiding it should be one of your highest priorities.



The last few moves King Dodongo can do are pretty easy to avoid if you know what's coming. If you spend too much time in front of its front legs it'll try and swat at you. If you spend too much time behind Dodongo, however, it'll jump and spin around in the air to reposition itself to face you. Both moves are easy to dodge and the lizard king doesn't use them often. Just stay on your toes and you'll be able to avoid them with ease.

Hit the Dodongo monarch with three or four Weak Point Smashes and you'll put the beast to bed, winning the Scenario in the process.



UNLOCKABLES

After completing this Scenario, you'll unlock Free Mode, Adventure Mode, the Gallery, and Impa.

Free Mode: This is a gameplay option on the main menu of the game. In Free Mode, you can play through any of the Legend Mode Scenarios you've completed with any of the Warriors you've unlocked. Did a Scenario restrict access to your favorite Warrior? No problem! Just play it through again on Free Mode and you'll be able to go to town with the Warrior of your choosing.

Adventure Mode: This is also a gameplay option on the main menu of the game. Adventure Mode is huge. We mean HUGE! There are 128 different Scenarios to play in Adventure Mode and each of them is more challenging than the last. Hold off on playing this until you complete Legend Mode because a lot of the Scenarios will be locked until you've finished the main story of the game. If you love challenge stages, this is your mode.

Gallery: This is an option on the main menu of the game. The Gallery is the place to go if you're wanting to take a look at each of the Warriors you've unlocked, wielding each of the weapons you've unlocked for them.

Impa: She is Zelda's loyal bodyguard and your second playable Warrior. Impa's Big Knife enables her to use powerful water magic and also has excellent range. Her Strong Attacks with it are varied and are excellent for hitting large numbers of enemies at once. She hits harder that most of the other Warriors and is speedy to boot. Impa is a definite asset to your team.

HOW BAZAAR

You also have the ability to visit the Bazaar, a marketplace where you can buy potions and upgrade your Warriors' weapons, levels, and abilities.

To get to the Bazaar press the R buttonat any time before selecting your Warrior and their weapon. This will lead you to the Bazaar screen which will have four options (though the Smithy will be closed for the time being). The different options are:

Badge Market: This is where you can purchase badges using both Rupees and Materials you've collected by defeating Captains. Here you'll be able to upgrade various aspects of your Warrior, like the length of the Special Bar, how quickly you capture Keeps, and your resistance to certain elements. Be sure to check back here often and look through each of the different Badges to see what Materials are required. If you want to know where to find a specific Material, you can head to the Badges chapter of this guide and look through the Enemies section.

Training Dojo: This store is equipped for the extremely important purpose of leveling up your Warriors at the cost of Rupees. There is a catch, however: You can only level up your Warriors to the level of your highest Warrior. If Link is your strongest at Level 20, then you can only level your other Warriors to Level 20 as well. This is an excellent tool for keeping Warriors that don't see a lot of action battle-ready.

Apothecary: For the price of Materials, you can purchase Potions that increase the drop rates of certain items for the duration of a single mission. A lot of the Potions affect the drop rates of weapons with specific properties such as more Weapon Skill Slots and Materials of higher rarity levels. If you find that you have an excess of a certain type of Material, you can use it to buy a Potion to ensure you gather better resources for the battles ahead.

Smithy: This is the store to go to if you want to make your weapons more powerful. If you have a weapon with high attack power, but no Weapon Skills in its Slots, you can take a weaker weapon with a Skill you want and fuse them together. All you need to do is select the weapon with an empty Slot that you want to strengthen, then select a weapon with the Skill you want and select Fuse Weapons. Simple!

Use these stores frequently and you'll have Warriors that could even challenge the goddesses themselves.

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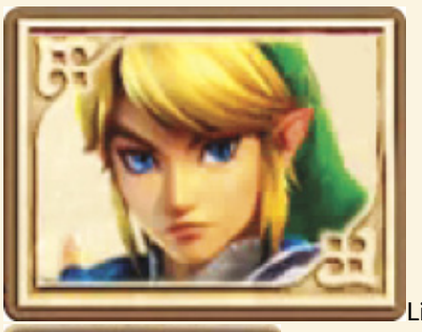
HYRULE WARRIORS LEGENDS

Legend Mode

The Sheikah Tribesman: Eldin Caves

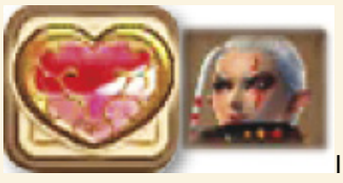
GOLD SKULLTULA
HARD GOLD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
OCARINA OF TIME
OWL STATUE
HOOKSHOT
HAMMER

Playable Characters

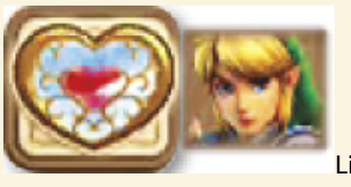

Link

Impa

Heart Container


Impa

Piece of Heart


Link

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Impa's Giant's Blade—Destroy all stone spires while keeping all Bombchu at 50% or more health.

Unlockables

Link's Fire Rod
Sheik

Victory Conditions

Help Link and Impa escape the Eldin Caves.

Defeat Conditions

If Link/Impa Flees.

Before the start of this Scenario, you'll have the ability to select between Link or Zelda's Sheikah bodyguard, Impa. Impa is recommended for the next level because of her use of water-based Strong Attacks, but you are free to select whichever Warrior you enjoy playing the most. Just make sure not to overuse a single Warrior: During your time with *Hyrule Warriors*, you'll be forced to play with specific Warriors and weapons, so making sure each of your Warriors gets attention is key to making the many challenges you'll face as easy as possible.

FIRE WALKER

Weeks after the battle in Hyrule Field, Impa hears whispers of a young woman leading a resistance group in the Faron Woods. Hoping that Zelda is that young woman, she and Link head north to discover who this mystery girl is. But to reach the woods, they must first make their way through the Eldin Caves, a lava-filled deathtrap that only the most courageous and skilled warriors have any hope of surviving.

RENDEZVOUS WITH THE HYLIAN CAPTAIN

Right from the start of the Scenario, things are looking grim. Your goal is to escape the magmatic nightmare, but the only exit out of the cave is blocked off. To make matters worse, a squad of Hylian knights is stuck a little too close to the lava and it's getting too hot for comfort. As if that weren't enough, monsters start pouring out from an unknown source to attack Impa and Link. If you have any hope of stemming the flow of enemies, you'll first need to meet up with the leader of the Hylian knight squad by heading north immediately after starting the Scenario.

ENEMY OUTPOSTS

While you're making your way to the abandoned Keep, you'll come across a small squad of monsters standing near a red crystal. The monsters are lead by an Outpost Captain. Those crystals are called Outposts and they are always protected by an Outpost Captain, whether friend or foe. Outposts serve as mini-Keeps that send soldiers to the field at much slower rates than actual Keeps. Still, stemming the flow of enemies entering the battlefield is important, so make sure to defeat any Outpost Captains you come across to capture the Outpost for your allies.

An abandoned Keep is just north of the Keep where you start the Scenario. You can safely leave your allies to battle with the monster hordes while you head over to the Hylian Captain's location. As soon as you enter the Keep, it becomes apparent that the gate is locked. Looks like we'll have to find another route.

REROUTE TO THE CAPTAIN!

The Stone Square Keep's south wall looks awfully brittle. Perhaps a small explosion would be enough to make it crumble? Well, let's find out! Run over to the wall, which is marked with an X on your minimap, and throw one of your Bombs at it.

STEM THE FLOW OF MONSTERS

It worked! Now you can get into the South Square and Stone Square Keeps. If you capture those Keeps, you stop the never-ending flow of enemies onto the field. Don't worry about rushing: Nothing on the battlefield is going to change much until you reach the Hylian Captain, which means you can take your time knocking out the two Keeps, so long as nothing is attacking the Captain.

Once you're inside the Keep, you find a new type of enemy Captain: a Big Poe. Big Poes are ghastly ghosts that carry around torches that they use throw spectral fire at their enemies. These ghoulies are some of the more evasive enemies in the game, teleporting after they're hit a few times. To take them out, keep attacking them until they knock you away with a Force Blast. At this point, they'll teleport a few times. Lay off them until they begin charging up an attack. Get behind them, wait for them to use whatever attack they're charging, and then their Weak Point Mark will pop up. It usually takes two tries to get the Weak Point Mark low enough to do a Smash, so don't sweat it if the Big Poe gets away from you before you can defeat it. Just keep at it and you'll knock it out!

MATERIAL GAINS

Most Captains drop Materials upon being defeated. Materials are used to create Potions at the Apothecary and craft new Badges at the Badge Market at the Bazaar. Picking up Materials is extremely important and an opportunity to grab one shouldn't be missed.

Other items that you should keep an eye out for are Hearts, Triforce Piece, and Magic Jar power-ups

Hearts are used to heal your Warrior. They, like all power-ups, come in a variety of flavors, each one healing a different amount, depending on the Heart's size.

Triforce Pieces fill your Special Attack bars. The most common version of these power-ups fills a third of a single bar.

Magic Jars fill your Focus Attack meter by 20 percent with each standard power-up. There are bigger Magic Jars that fill your meter up fully, but you'll usually find the smaller ones during your battles in *Hyrule Warriors*.

It should also be mentioned that you can find Sub-Weapon power-ups for every Sub-Weapon you've unlocked. Each one makes your Sub-Weapon more powerful and changes it dramatically during the duration of the power-up. You can find details about each one in the Hero Training section of the guide. Otherwise, just experiment with each Sub-Weapon power-up and learn their effects for yourself.

You can also find most of these items by defeating enemy Captains, by cutting tufts of grass, or inside the jars that are often found inside Keeps. Make sure to look out for these power-ups and make a mental note of them as you go. If you run into a tough spot in a Scenario you can use jars and power-ups dropped by Captains to give yourself a much needed boost.

BOMBCHU ESCORTING

Once you reach the Hylian Captain, your ally will notice a stone spire that seems like it would make a good bridge. But how do we knock it down? Like an answer to our prayers, a Goron Captain enters the Eldin Caves with a highly explosive Bombchu in tow. He's got an idea on how to knock that spire down and it most certainly involves that metallic mouse, but he needs assistance getting it to the spire. The problem is, an evil wizard has summoned a whole lot of monsters to do away with Link and Impa. You're going to have to act fast if you want to avoid having the Bombchu blown up.

Head to the map's southwest corner (the abandoned Keep where you started this Scenario) and escort the Bombchu. It will stop any time it runs into any enemy with a Health Bar, so make defeating those enemies your highest priority. Once it reaches the West Square Keep, you'll need to capture it to progress. When the Keep is in your possession, the Bombchu will take care of the rest.

DEAL WITH THE BIG POES!

Pesky Big Poes materialize up north while you escort the Bombchu. Pause the game and use the Command screen to issue orders to Link, sending him north to battle the Big Poes while you continue to escort the Bombchu as Impa.

JOIN YOUR ALLY

After the spire falls over, follow Link or Impa up to the northern abandoned Keep to trigger a cinematic. Sheik, a Sheikah Warrior that you might remember from *Ocarina of Time*, will join your group.

The dark wizard also brings some friends of his own into the battlefield; a handful of Captains enter the Eldin Caves through the same entrance you started the Scenario in. You can go fight them to prevent them from taking the Keeps you've already captured, or you can move on to the next mission.[P SEP]Capture the Tunnel Square Keep!

Travel with your allied Warrior to the Tunnel Square Keep and capture it. Once you've captured it, a treasure chest containing this Scenario's Sealed Weapon appears. Once you complete the Scenario, the Sealed Weapon will become Link's second weapon, the Magic Rod.

Gold Skulltula Opportunity

Around this time, you will most likely have defeated 1,000 enemies. If that's the case, head into the tunnel directly below the Stone Square Keep. On the east side of the tunnel is a boulder. If you blow up the boulder with one of your Bombs, you'll reveal the Gold Skulltula. Hit it with your weapon to get your second puzzle piece.

SEALED WEAPONS

Sealed Weapons aren't very different than the weapons bags you've probably picked up by defeating an enemy Captain. The key difference is that they always unlock a stronger, new type of weapon for one of your Warriors.

FIND THE SPIRIT OF THE CAVES

Even though you capture the Keep, the gates are still closed. The Tunnel Interior gate opens. Monsters begin pouring out of it, which leads your ally to think that there may be some sort of spirit at the end of the tunnel that is summoning the monsters.

Your next mission is to confirm whether there is, in fact, a Spirit of the Caves, so start by heading west into the zigzagging tunnel system. As soon as you make the first turn, the Crystal Cave Keep, directly north of you, will open. Before you go any farther down the tunnel, head up to the Crystal Cave Keep and capture it. This completes a side mission that triggers around this time.

Piece of Heart Opportunity

If you're playing as Link, you can take this opportunity to capture the Crystal Cave Keep to find a Piece of Heart specifically for him. Go get it! This also completes a side mission that points you in this treasure's direction.

Continue on south through the tunnels and you'll eventually come to the Spirit of the Caves, a Big Poe that's been the source of your recent problems. Defeat it to make the tunnel gate, as well as the Tunnel Square Keep gates open up.

PROTECT THE KEEP!

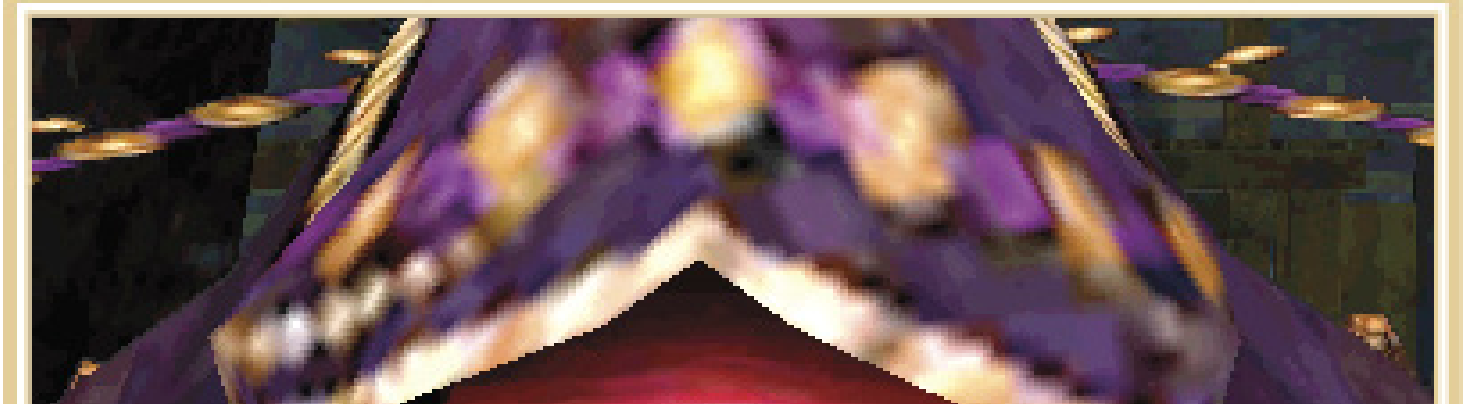
While you seek the Spirit of the Caves, enemy Assault Troops appear to the west and strike out for Tunnel Square Keep! Use the Command function to send allies to the Keep's defense, swapping characters as necessary to repel the attack.

ESCORT THE BOMBCHUS TO THE ROCK SPIRES

Your last major mission for this Scenario is to escort two Bombchus to two more rock spires. If the Bombchus can reach the spires, they can blow them up and create a bridge over the lava, giving Link, Impa, and Sheik a path out of the Eldin Caves. Before you can start escorting Bombchus, however, you must first find them. You already have one in your control in the Tunnel Square Keep, so you need to find only one more to continue with the escape plan.

Two locations are marked on your map: The Stock Room Keep and the Central Square Keep. Go ahead and ignore the Stock Room Keep and head directly to the Central Square Keep; the Stock Room is woefully undersupplied with Bombchus at the moment.

TWISTED WIZARD WIZZRO



You must first capture the Keep to gain control of the Bombchu. After you've accomplished that feat, both Bombchus begin making their way to the southern spires. Your job now is to make sure they get there in one piece. Remember: All you have to do is defeat anything with a Health Bar and the Bombchus will get going again. The main challenge you're going to face here is the dark wizard, Wizzro.

Wizzro is a lot like a Big Poe in that he shoots spectral fire everywhere. The easiest way to defeat him is by standing in front of him with your guard raised—use the Guard button to block. We'll call this "Bating." The goal of Bating is to get Wizzro to perform Strong Attacks, so that he reveals his Weak Point Mark. If you're blocking, his attacks won't damage you. All you need to do is roll toward him as soon as his Weak Point Mark appears, then let him taste your cold steel. Boom! An easy Weak Point Smash. If you repeat this method a few times, Wizzro will retreat from the battle. Just clean up the rest of the Captains near the Bombchu and watch it head toward the spires to finish its job.

Hard Gold Skulltula Opportunity

You'll need Impa for this Skulltula to appear on the battlefield. Escort each Bombchu to the stone spires and don't let their health drop below 50% to make the Skulltula appear on a ledge north of the Crystal Cave Keep. You need a Hookshot to reach it, but once you're up there it's all yours. You don't have much time to reach the Skulltula, for your allies will rush to the exit. Use the Command screen to order them away from the exit and buy yourself more time if need be.

Once the first Bombchu explodes, the second one will be primed to begin its journey toward the remaining spire. Guide it there, clear up any remaining Captains that block its path and you'll be home free!

Heart Container Opportunity

Just before exiting the level, make sure to destroy the boulder to the right of the Cave Exit Keep's northern entrance to find a chest containing a Heart Container for Impa. Keep in mind that you must be playing as Impa to collect this item; if you attempt to find this item with any other Warrior, the chest will appear as a standard brown chest that will only contain Rupees and power-ups.

Head to the abandoned Keep in the southeast corner of the map to complete the Scenario. Good work!

UNLOCKABLES

Link's Fire Rod: If you opened the chest containing the Sealed Weapon, during the Scenario wrap-up it'll become Link's first Magic Rod, the Fire Rod. It's the Swiss-Army Knife of weapons, transforming to become a different fire-based weapon with each Strong Attack. It's ranged and has a wide radius; this is definitely a weapon you're going to want to play around with later.

Sheik: The Ninja-like Sheikah Tribesman is now yours to command. With incredible speed and a weapon that is capable of controlling the elements, Sheik is a Warrior you'll be glad you have around. Her moves can be a bit more technical than Link's or Impa's, but that's a small price to pay for the versatility she provides in battle.

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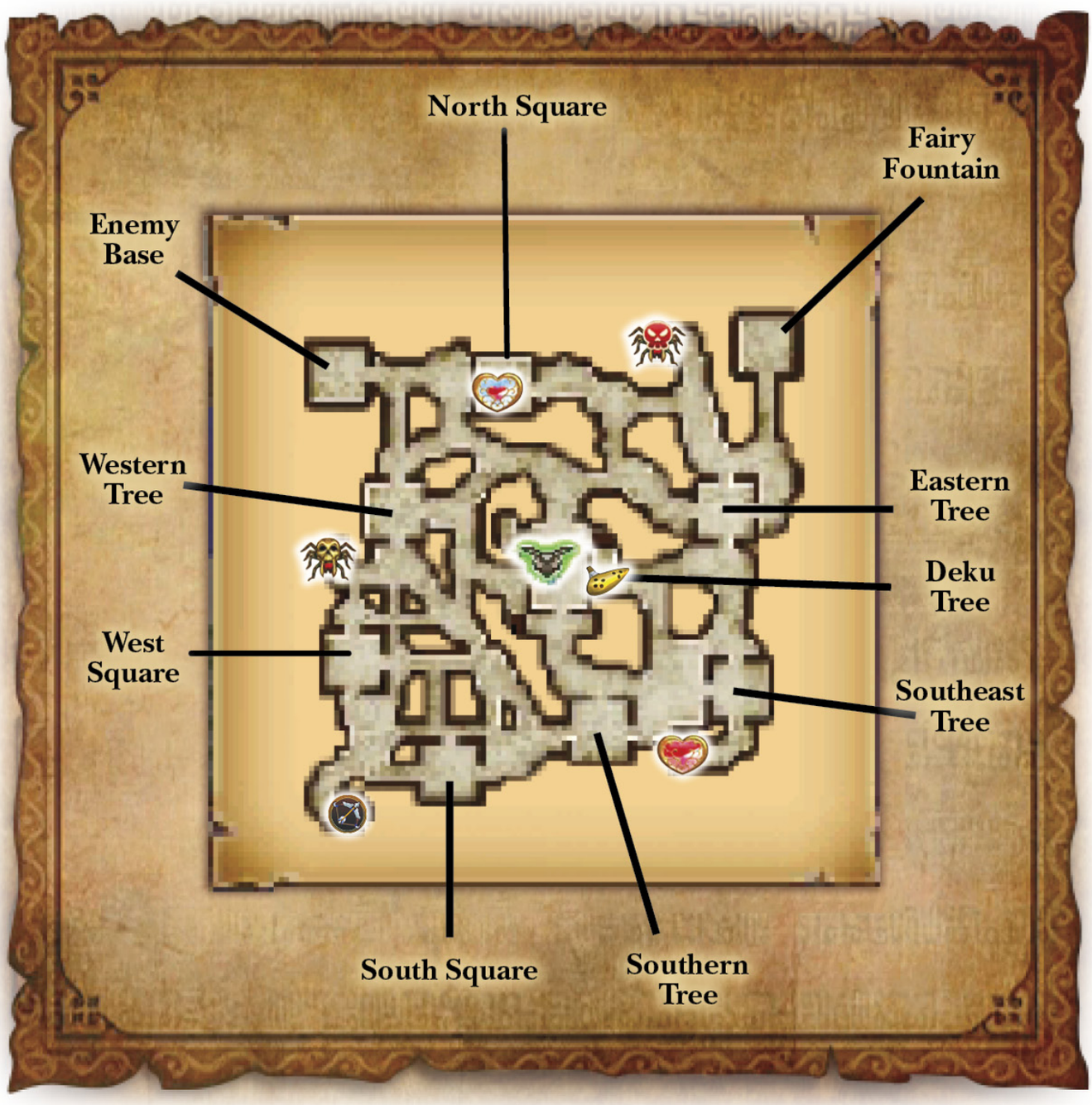
Hyrule Warriors Legends

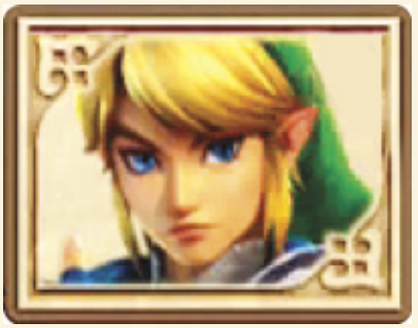
Legend Mode

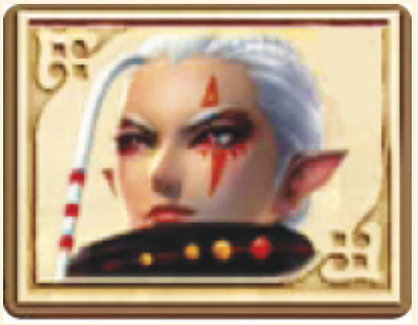
The Sorceress of the Woods: Faron Woods



GOLD SKULLTULA
HARD GOLD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
OCARINA
OWL STATUE
HOOKSHOT
HAMMER

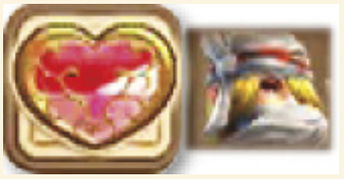
Playable Characters


Link

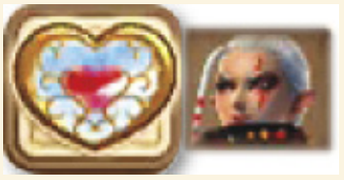

Impa

Sheik

Heart Container


Sheik

Piece of Heart


Impa

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Link's Magic Rod—Defeat all Keep Saboteurs and capture all keeps before the Great Deku Tree is in danger.

Unlockables

Bow and Arrow
Lana
Smithy
Linkle
Ocarina

Victory Conditions

Defeat Wizzro.

Defeat Conditions

If Lana flees or the Deku Tree is captured.

THE SECRET OF THE SORCERESS

You now have access to Sheik, the mysterious Sheikah Tribesman (though, not so mysterious to fans of *Ocarina of Time*). Link and his new toy, the Fire Rod, are recommended for this fight because of its fire element. It is an excellent weapon, but, as we said before, feel free to select whichever Warrior you enjoy playing, just make sure to keep your Warriors balanced.

WEED WHACKING

Shortly after starting this Scenario, things get out of hand. Wizzro summons five Deku Baba to the battlefield. These overgrown flytraps create a circle of poisonous gas around them that can't be entered without a penalty of a good thrashing. That means all conventional weaponry is out the door; we're going to have to improvise.

Sheik suggests that you find a Bow somewhere on the map to take out the pesky plants. Where might you find such a weapon? Lucky for you, we know exactly where to look. Directly south of the West Square Keep, at the end of that little hook section on the map, you'll find a chest containing the Bow Sub-Weapon. Grab it and race over to the nearest Deku Baba.

SELECTING SUB-WEAPON

Now that you have more than one Sub-Weapon, you're going to need to know how to swap between them. To change Sub-Weapons, tap the Item button on the lower-right corner of the touch screen to pause the action and select your weapon of choice, then use it in the traditional manner by pressing the Use Item button.

You can also press your finger or a stylus to the Sub-Weapon icon at the lower-right corner of the bottom screen and all of your current Sub-Weapons will pop up onscreen.

Now, lock on to the Deku Baba and shoot off an arrow to bring the baddie down. Repeat this with the other four Deku Babas to complete the mission.

DON'T ESCORT LANA TO THE DEKU TREE

Your next mission will be to escort the young sorceress Lana, to the Deku Tree, but she's actually perfectly capable of making it there on her own. This is a good time to capture a few enemy Keeps and defeat enemy Captains. You have only a minute or two, so choose a Keep to capture and stick with it until it's in your possession.

Our suggestion is to go for either the Southern or Western Tree Keep. Both of these Keeps will put you in a good position for your next mission. Speaking of which...

DEFEAT THE GIBDO FORCES

Once Lana enters the Deku Tree Keep, Wizzro will send his personal Gibdo guards to attack her. You have four Gibdos to defeat in order to keep Lana safe: two in the Southeast Tree Keep and two just north of the Western Tree Keep. If you took our advice and went to capture either the Southern or Western Tree Keep, you should be in the perfect position to intercept two of the Gibdos en route to Lana.

Race over to the first set of shambling ghoulies and take them out, then run directly toward the second set and do the same. The key is not to linger on either Gibdo set for too long, or the unattended pair will begin wreaking havoc on Lana and the Deku Tree.

GIBDOS ARE ABSOLUTELY STUNNING

Gibdos a shambling mummies with giant swords that have the unfortunate ability to petrify anything close to them. They are generally easy Captains to defeat, but if you don't pay attention to their visual cues, you can be caught in their aura of terror, which will leave you still as a statue for a few seconds. Get caught in between two Gibdos? Then you better start praying to the goddesses, because you might be there for a while, with each Gibdo taking its turn scaring you motionless.

The best method for attack is the stick-and-move kind. Roll in close enough to attack, swing away, and the *second* you see the Gibdo begin inhaling a blueish mist, dodge away immediately. When you see its Weak Point Mark appear, refrain from rolling in for a second or two; this a pretty dirty trick the Gibdo's playing—the ol' hook, line, and sinker method. Repeat this process and be patient: It can take several attacks on a Gibdo's Weak Point Mark before you can perform a Smash because it is perfectly capable of hiding its Mark from you in favor of breathing more petrifying breath.

Patience and precision are all you need to put this undead knight to rest for good.

OCARINA

Helping Lana capture the Deku Tree Keep causes a treasure chest to appear. Open it to obtain the magical Ocarina! Now you can warp directly to any owl statues that are activated in the area.

Stand before the owl statue in the Deku Tree Keep and activate it. Now you can use the Ocarina to instantly return here anytime!

DO YOU SMELL SMOKE?

We've already learned that Wizzro isn't a big fan of fair play, but this move takes the cake. Once you've defeated the Gibdo Forces, Wizzro lights the Deku Tree on fire! That's just... messed up! Unfortunately, this is a problem that's a big too big for you and your allies, so you need some other means to save the elder tree.

You need to find the Great Fairy and see if she'll help with the battle in the same way she helped at the battle of Hyrule Field. Normally, you'd have to track her down yourself, but we're in good with the Fairy and we happen to know the location of her exclusive, invitation-only Fairy Fountain.

Head to the abandoned Keep in the northeast corner of the map and defeat the Gibdo Captain on the stairs. Once he's beaten, the abandoned Keep will open up to reveal the Great Fairy's Fountain. Enter the Keep and pray to the Great Fairy by standing in the center of the Magic Circle and pressing the Y button.

Heart Container Opportunity

While playing as Sheik, if you choose to go to the Southern Tree Keep, you can make your war around to the Southeast Tree Keep's south gate and around the bend to find a treasure chest containing a Heart Container. Bomb a boulder to reveal the chest, then claim your reward.

CAUTION

Gibdos will materialize and advance on the burning Deku Tree while you travel to the Great Fairy's Fountain. Command at least one hero to defend the Deku Tree Keep, switching to that hero as needed to beat back the baddies!

Cuckoo for Cuccos

Inside the Great Fairy's Fountain is a lone Cucco, pesky poultry that are known for their brotherhood and unrelenting rage against anyone who so much as flicks a feather on one of their own. These stereotypes remain true in *Hyrule Warriors* as well: Touch a Cucco, and get ready for the storm.

If you hit a Cucco a few times, it'll call on its plucky brethren and you'll have a heck of a fight on your hands. Wave after wave of Cucco soldiers will teleport onto the battlefield, following you wherever you go until you either defeat them or they defeat you. And if that weren't bad enough, once you've beat up enough relentless monsters, a Gold Cucco will enter the fray to teach you the true meaning of pain. If it hits you a single time, your Health Bar will plummet like a boulder off a cliff. Your best bet for challenging this fowl foul is to attack only when it's not running at you. If it begins moving in your direction, get your dodging finger warmed up, because it'll begin a short barrage of attacks before backing off. Once it stops, return the favor and start attacking the bird with the same fervor it used against you.

You don't get anything from defeating a Gold Cucco except a sense of pride. If that doesn't sound worth the effort to you and you're not up for a challenge, leave these bad birdies alone.

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It looks like she was in the mood to help today, too. Ya know, despite her size and demeanor, the Great Fairy is nothing but a big ol' sweetheart.

Gold Skulltula Opportunity

There's a darn good chance that you've defeated 1,000 enemies at this point in the fight. If that's the case, head over to the Western Tree Keep, exit through its south gate, and immediately head west. You'll find a boulder that you should definitely introduce to your Bombs. Underneath the boulder is none other than your third Gold Skulltula. You're getting pretty good at this!

WIZZRO WHOMPING

Wizzro's a sore loser—that much becomes apparent after you put out his fire. Luckily, that was the last trick he had up his sleeve . . . we hope.

The gates that blocked your entry to the North Square and Enemy Base Keeps should now be open. Head to the Enemy Base Keep and feel free to capture the North Square Keep along the way.

Piece of Heart Opportunity

While playing as Impa, you can find her Piece of Heart by capturing the North Square Keep. When the Keep is yours, a treasure chest appears. Open the chest to extend Impa's health by a full Heart.

What a snake! Once you reach the Enemy Base, Wizzro retreats *again* and calls up the aid of the cycloptic arachnid Gohma.

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Hyrule Warriors Legends

Legend Mode

Boss Fight: Gohma

Gohma: The creepy cyclops that has haunted the dreams of *The Legend of Zelda* fans for generations. Like King Dodongo, if you've been a fan of the series for a while now, you'll know exactly what to do to deal with Gohma. For the rest of you, buckle up and read on.

CAUTION

A number of Keep Saboteurs appear shortly after Gohma's arrival. Command other heroes to defend your Keeps from the Saboteurs while you focus on bringing down the giant boss. Switch characters as needed throughout the effort.

Gohma's main method of attack is also its greatest weakness. It loves to sweep the area surrounding it with lasers from its eye. Fortunately, these lasers are a breeze to dodge if you're paying attention; keep your eyes glued to Gohma's eye and you'll know exactly what kind of laser it's going to fire.

If Gohma looks to the right (its left), it'll do a horizontal sweeping laser in an arc in front of it.

If it looks down slightly, it's about to do a vertical laser that will start on the ground and move straight up.

If you see a ball of energy building up in its eye, that means it's going to fire a giant electrifying ball at you and your allies.

With each of these laser attacks, the Gohma's eye becomes blue after or during the attack. When you see that blue pupil, that's your time to strike! Fire an arrow right into its eye and its Weak Point Mark will appear. Beat up on the Gohma until you either get a Weak Point Smash or it gets up again, jump away from it when it starts to get up to avoid being hit by its counterattack, then repeat the whole process.

Just be quick about it or the Gohma's eye will change back to its normal red, meaning you have to wait for its next laser attack.

Lasers aren't the only offensive moves the Gohma has. You'll have to watch out for when it raises one of its front arms; this means the Gohma is about to sweep its claws in front of it in a spinning tornado attack.

Gohma's last move is easy enough to dodge, but it's also incredibly destructive. The Gohma will leap into the air and come crashing down, damaging anything and anyone unlucky enough to be under it.

This move destroys Keeps swiftly and can do the same to your Health Bar if you get lazy. Just pay attention to the large white circle it leaves behind when it jumps; this is an indicator of where the Gohma is going to land when it returns from its journey into the stratosphere. Stay a good distance away from that circle and you'll be completely fine.

The most important part of this fight is doing as much damage to as possible while Gohma is in the Enemy Base Keep. After spending some time in the Keep, it'll leap directly to the Deku Tree. This is a very bad thing; it may have attacks that are easy for you to dodge, but your soldier friends will have far more trouble dealing with it, meaning the Deku Tree Keep can be destroyed in a few minutes flat.

If Gohma leaps to the Deku Tree, waste no time in following and defeating it or you run the very real risk of failing the Scenario. The good news is, once you've defeated the Gohma, the Scenario ends and you're declared the victor!

Hard Gold Skulltula Opportunity

You need Link's Fire Rod for this one. The crux of this Skulltula falls on capturing every keep before Gohma and the Keep Saboteurs arrive. Once they do, they can quickly cause your allies to flee and run the Deku Tree's health down to dangerous levels, completing disabling your ability to find the Skulltula.

Once the Skulltula has entered the battlefield, however, you are safe to run off and capture it at the northernmost point of the map, directly west of the Great Fairy's Fountain. You'll need the Hookshot equipped to pull yourself up the ledge that the Skulltula is hiding on, but once you're up there, it's fair game.

UNLOCKABLES

Lana: The sorceress who helped you fight off Wizzro's monster hordes will join your party after the completion of this Scenario, and let us tell you, this adorable little glass cannon can pack a mean punch. Her range is excellent, her variety of moves is nothing to scoff at, and her ability to mix and match Strong Attacks with her Book of Sorcery will give you more versatility than just about any other Warrior in the game.

Smithy: The one Bazaar store that wasn't available to you at the start of the game is now open for business. Use the Smithy to take Weapon Skills from weak weapons to jam them into strong ones: That about sums up your entire experience in this shop. Use it frequently to keep your arsenal at its deadliest.

Apothecary's Increased Supplies: This isn't a true end-of-Scenario unlockable, but if you've been keeping up with Skulltula hunting so far, the Apothecary will increase its supplies. The next supply increase happens when seven Skulltulas are found. Keep on hunting!

Linkle: The mysterious heroine Linkle also unlocks at this point, as does her first special side mission. Read on for a complete walkthrough, or skip ahead a few pages if you prefer to tackle the Valley of Seers.

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HYRULE WARRIORS LEGENDS

Legend Mode

Linkle's Tale: The Girl in the Green Tunic

Playable Characters

Linkle

Heart Container

Linkle

Piece of Heart

Linkle

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Make sure three Cuccos turn gold.

Unlockables

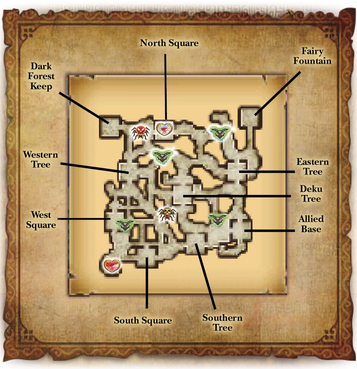
None.

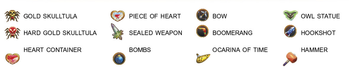
Victory Conditions

Defeat the Skull Kid.

Defeat Conditions

The Allied Base falls.





LEGENDARY HEROINE

That nasty Skull Kid has stolen Linkle's treasured compass! Linkle's grandmother gave her that compass, so it's really special to her. Let's see if we can help her get it back.

Run north, battling monsters with Linkle's trusty twin crossbows as you pursue the Skull Kid. The little troublemaker vanishes when you approach, teleporting to the Eastern Tree and sending out more monsters. Activate the nearby owl statue and then chase the Skull Kid to the Eastern Tree.

Again, the Skull Kid vanishes as you approach. This time he's teleported to the North Square. Take a moment to capture the Eastern Tree and stop it from producing monsters.

HUNGRY CUCCO

You must reach the North Square, but a Cucco Chick suddenly appears to the west. Go north and activate the nearby owl statue to the north, then use the Ocarina to warp over to the west owl statue and escort the little Cucco Chick to the feeding area that's marked on your map. Once there, it grows into a glimmering Gold Cucco that assists you in battling the Skull Kid's monsters.

Hard Gold Skulltula Opportunity

If you're after the Hard Mode Gold Skulltula, you must escort a total of three Cucco Chicks during this mission and ensure that they grow into Gold Cuccos. After the third Cucco Chick has turned gold, the Hard Mode Gold Skulltula appears just east of the North Square. Warp up there and grab it while you can!

THE NORTH SQUARE

By this point, the Skull Kid has likely summoned more monsters from the North Square. You're probably getting tired of that, right? Let's do something about it! Warp to the north owl statue, then go east to reach the North Square. Defeat the Gatekeeper to open the keep's east door, then go inside and capture it. Again, the Skull Kid flees before you can reclaim Linkle's compass.

Piece of Heart Opportunity

Capturing the North Square causes a treasure chest to appear in its center. Flip the chest's lid to claim a Piece of Heart for Linkle.

Gold Skulltula Opportunity

You're likely closing on the 1,000 KO mark by now. Once you've scored 1,000 KOs, a Gold Skulltula appears just southwest of the central Deku Tree. Warp down there and claim it before it vanishes.

HIDE AND SEEK

Enjoying your torment, the Skull Kid suddenly opens three keeps to the southwest, sending many more monsters against you. You must capture all three of these keeps to stop the monsters. With any luck, you'll track down the Skull Kid in the process.

Before you can worry about the keeps, however, you must defeat the three Big Poe that suddenly appear. Warp to the southeast owl statue to quickly reach your base, then advance and defeat the three inbound Big Poe, which are shown on your map. Capture the Southern Tree in the process, which is one of the three keeps that you must capture to expose the Skull Kid.

GO CUCCO

Another hungry Cucco Chick appears up north as you battle the Big Poe. If a chance permits, warp up north and escort it to the feeding area that's marked on your map. Again, the Cucco Chick will grow into a Gold Cucco, bolstering your forces.

Capture the Western Tree, West Square, and Southern Tree Keeps to complete your objective—and be sure to activate the owl statue near the West Square, as well. The Skull Kid appears in the last keep that you capture—battle him until he teleports away to the Fairy Fountain.

Piece of Heart Opportunity

Go south from the West Square to discover a treasure chest resting at a dead-end. Open the chest to discover a Heart Container for Linkle. You could probably use this right about now!

DEFEAT THE SKULL KID!

That rotten Skull Kid just keeps running! Warp up north and hurry to the Fairy Fountain. The Skull Kid sends out an army of monsters as you approach; fight hard to drive them back, but focus on the Skull Kid, as he'll just keep spawning powerful monsters until you inflict enough damage to make him flee. Capture the Fairy Fountain afterward to purify it.

FINAL CUCCO CHICK

The final Cucco Chick appears to the southwest during this frantic Fairy Fountain fight. Warp to the southwest owl statue and ensure the little chick makes its trek safely!

After suffering a bit of damage, the Skull Kid teleports to the South Square, opening its doors and sending out more monsters. Warp down there, drive off the Skull Kid and capture the keep. The Skull Kid either flees back to the Fairy Fountain or over to the Dark Forest Keep. Wherever he goes, be sure to follow, for his health is no longer being restored!

Keep chasing after the Skull Kid and chipping away at his health. When he's nearly defeated, Linkle's compass suddenly shines brightly, stunning the Skull Kid and preventing him from teleporting away. Finish off the troublemaker while you have the chance to reclaim Linkle's stolen goods!

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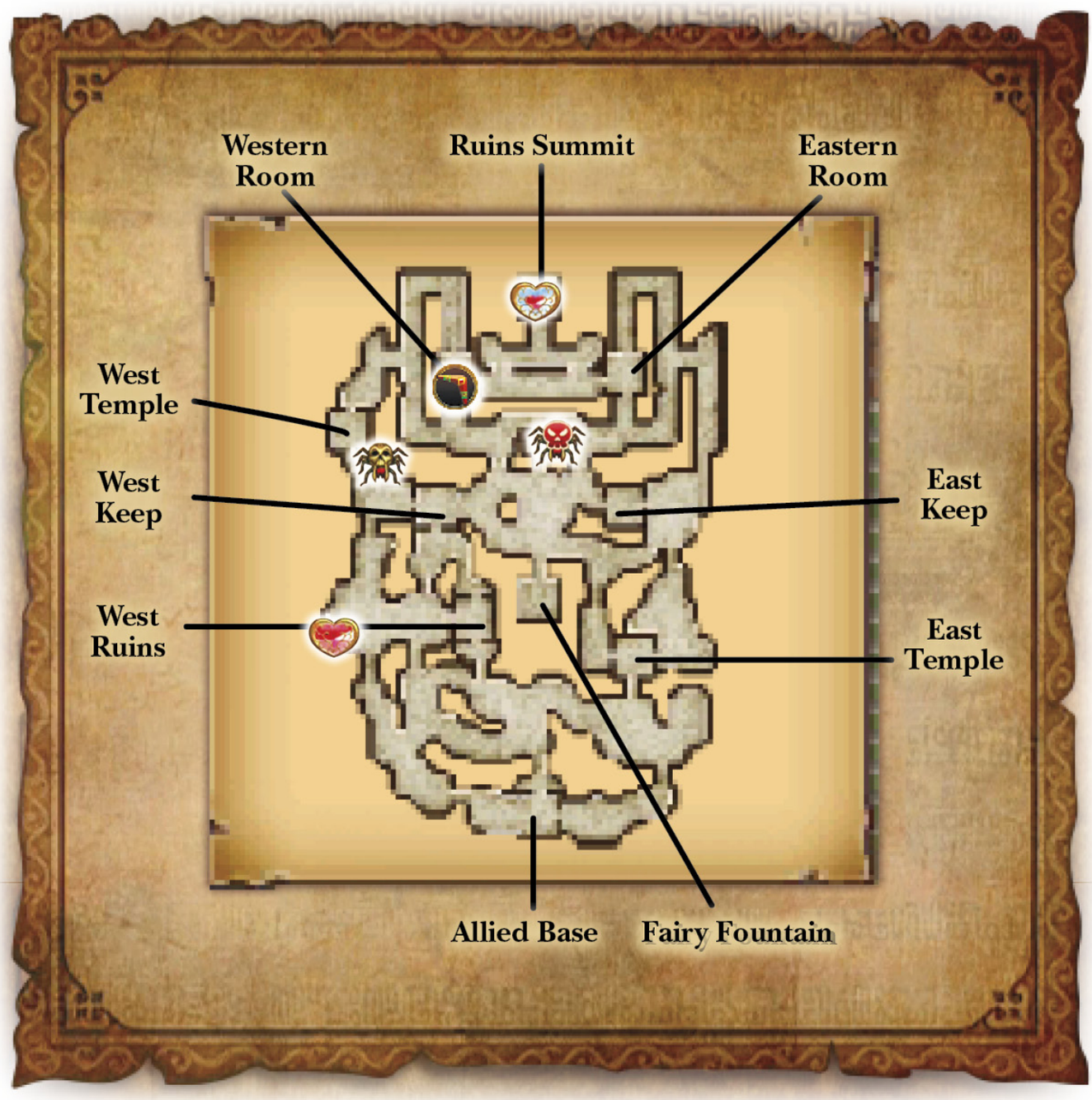
Hyrule Warriors Legends

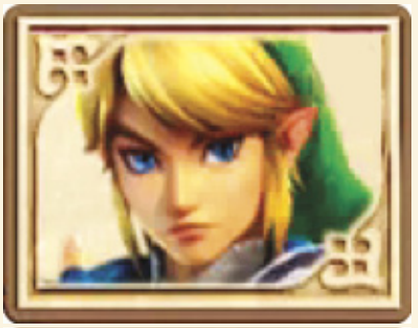
Legend Mode

The Sorceress of the Valley: Valley of Seers

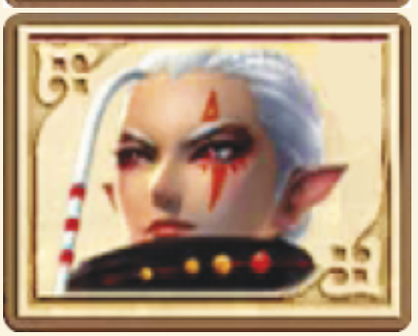


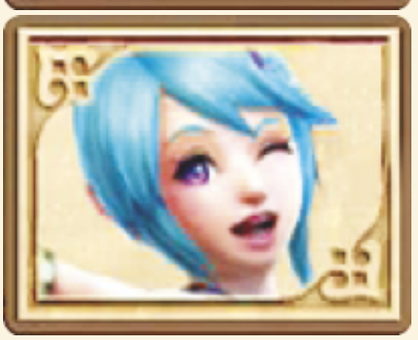
GOLD SKULLTULA
HARD GOLD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
OCARINA OF TIME
OWL STATUE
HOOKSHOT
HAMMER

Playable Characters

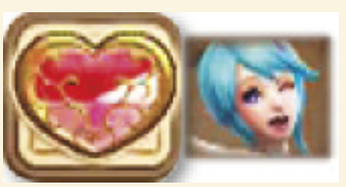

Link

Sheik

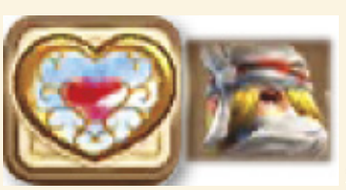

Impa


Lana

Heart Container


Lana

Piece of Heart


Sheik

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Link's Hylian Sword—Find Manhandla's main body before the Allied Base is in danger.

Unlockables

Boomerang
Lana's Deku Spear

Victory Conditions

Defeat Cia.

Defeat Conditions

If Lana flees or the Allied Base is captured.

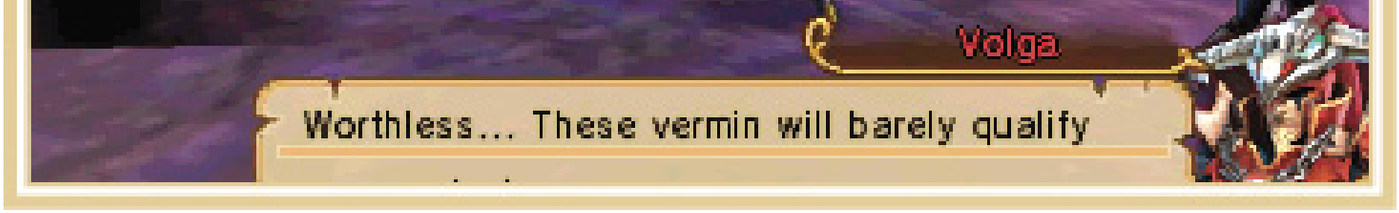
SHE WHO PULLS THE STRINGS

It turns out that the young, blue-haired sorceress, Lana, knows who is behind these attacks: a dark-hearted sorceress named Cia, who happens to be from the same clan as Lana. She's in charge of Volga, Wizzro, and the legions of monsters that have been attacking Hyrule, and it looks like Lana knows where to find her. Her goal is to complete the Triforce for what we can only assume is evil purposes.

HEROES ONLY

Even with our help, this Scenario can get pretty intense. The main element you're going to need for this battle is field control. More specifically, you must to take out any and all enemy Captains you encounter quickly, and then move on to your next mission objective. Our suggestions are going to have you bolting back and forth across the map to keep your Allied Base and friends in safe keeping. Be ready for anything.

FINDERS KEEPERS



Your first mission is to capture both the West and East Keeps to give your army a foothold on the battlefield. Start with the East Keep; you'll run into Volga if you run through the East Temple Keep and out through its western gate. This is a good thing, despite what you're probably thinking right now. Volga will challenge, and likely defeat, Impa if left unchecked. This will cause you to lose the Scenario, so you can't let this happen! If you beat him, on the other hand, Impa and her squad will get a morale boost instead, which means she'll be a raving force of brutality on the field—and that's a great thing.

ENEMY ALERT!

Assault Troops appear during your clash with Volga. Command your other two heroes to intercept them.

DISASTER CENTRAL

If you enter through the western gate of the East Keep, you'll have to travel through the map's center. This is where a majority of the Captains pass through over the course of the battle. Make it a point to defeat any Captain while passing through here, but only if you don't have a pressing objective to reach. You don't want to waste a too much time and end up losing the fight, right?

DIZZY DARKNUTS

You'll find a new type of Captain called Darknut in this Scenario. These black knights wield swords and shields with incredible skill—they can block your attacks with ease and have the ability to rack up some serious damage with their various sword attacks. Despite their skill, they have one terribly glaring weakness: They are extremely susceptible to motion sickness.

If you hit a Darknut once, then immediately dash behind it, it'll become dizzy and reveal its Weak Point Mark. Pretty simple, right? Even better is that you can perform a Weak Point Smash on a dizzied Darknut in a single combo with little effort. So save yourself the trouble of challenging them in a head-to-head fight and instead opt to turn their stomachs to bring these nasty knights to their knees.

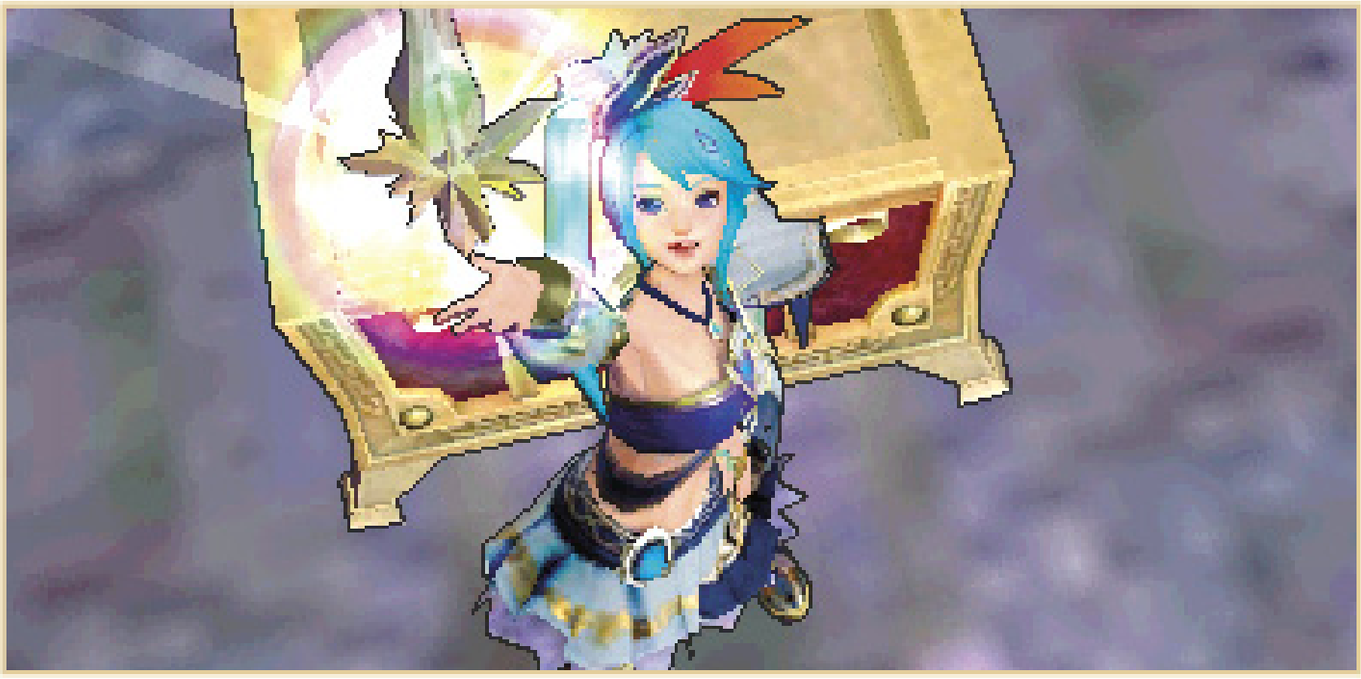
THE BEAMOS'S LASER GAZE

Once inside the East Keep, you run into a Beamos statue. These things still act like their *Legend of Zelda* counterparts, but they are far more destructive. If a Beamos sees you, or pretty much anyone else, it will shoot a laser across the ground in a straight line toward you. Once the Beamos stops shooting the laser, the path burned into the ground explodes. This is not only a pain for you, but it also can completely cripple Keeps that you've captured. The Beamos never stops firing, whether you're there or not, so a Keep of slow-moving allied soldiers is a barrel of fish and Beamos has got the gun.

The way to take out the Beamos is simply by throwing Bombs at it. You can also use a Special Attack, but Bombs work just as well and they don't cost a precious Special Bar.

Once you're done capturing the East Keep, head to the West Keep and capture it as well to complete the mission.

Capturing the Keep also reveals a chest that contains a Sealed Weapon, which becomes Lana's first Spear at the end of the Scenario.



BUILDING BRIDGES

Now that the Keeps are captured and your army has a decent hold on the battlefield, the next goal is going to be to take on Cia directly. Problem is, she's locked herself away in the ruins and you have no way of reaching her.

With the impeccable timing as usual, your army has the solution: An Engineer enters the battle with a plan to lower the ruins' east bridge. The problem is, you have to get the Engineer there first. As soon as you're done capturing the Keeps, race to the

Allied Base and find the Engineer on its east side. Escort the Engineer as you did the Bombchu, by defeating anything and everything with a Health Bar that gets near the Engineer. Cia will send more Captains onto the field with the specific goal of defeating the Engineer before he reaches his destination. Don't allow them to do this; the Engineer will take care of the rest.

If you fail to protect the Engineer, don't sweat it too much. You won't fail the Scenario and the bridge will still come down, but your army will take a hit to its morale.

As soon as the Engineer reaches the bridge, your mission is complete.

WATCH YOUR FLANK!

Before you head into the ruins, race to the battlefield's west side. Cia opens the West Temple Keep's gates, letting a handful of Captains run free. These Captains will capture any Keeps they pass, but they'll ultimately head directly for the Allied Base, and your allies won't be able to handle that many Captains attacking at once. That's why you must head over there yourself and clear up all of the Captains in the area, then go back to the east and cross the bridge.

Gold Skulltula Opportunity

While fighting this barrage of Captains, you'll most likely hit 1,000 KOs. If that's the case, go to the south entrance of the West Temple Keep and you'll find the Gold Skulltula hanging out on the Keep's wall.

CIA'S STRONGHOLD

Travel north across the bridge, then go west through the only opening available to you to access the ruins. Now head north and around the bend. The southern path is blocked by an indestructible Wall of Vines, so taking that path isn't an option at the moment. Head south into the Eastern Room Keep and capture it.

SUMMONERS

As soon as you enter the ruins, Cia calls a Skilled Summoner onto the battlefield. Summoners are Captains that work like mobile Keeps. They'll continuously summon enemies to the battlefield until they are defeated. Rush to defeat the Skilled Summoner before it summons powerful monsters!

Reaching Cia in the Ruins Summit Keep is impossible because more Walls of Vines are blocking off the entrance. We need to get something to deal with these things or we're going to get nowhere fast!

TRIMMING THE WALL OF VINES

You need to cut down the Walls of Vines, and Lana knows where to find the tool for the job. Head through the Eastern Room Keep's western gate and go west into the Western Room Keep. Once you're inside, the gates slam shut, locking you in with an endless supply of enemies. You must capture the Keep to escape.

FOCUS SPIRIT

We didn't tell you about Focus Spirit because the game does a good job of it. But, in case you missed the tutorial or just forgot, here's a quick refresher on Focus Spirit.

Focus Spirit is a temporary boost in your attack power, attack speed and defense. As you defeat enemies while in Focus Spirit, you're awarded with bonuses and more energy in your Focus Spirit meter. You also are invulnerable to being staggered by enemy attacks. To activate Focus Spirit, fill the meter with Magic Jar power-ups around the battlefield, then hit b.

BATTLE ADJUSTMENTS

Powerful Lizalfos and Dinolfos Chieftains appear while you search for a solution to the wall of vines. Switch to other characters to defeat them while you continue the search.

This is an excellent room in which to use your Focus Spirit if you're looking to get some of those Focus Spirit bonuses. Destroy the Beamos statue on the west side of the room, activate your Focus Spirit, and start swinging. If you want the maximum bonus you must avoid defeating the Keep Boss until your Focus Spirit runs out. This is pretty tough but doable if you stay away from the room's center and instead attack in a circle around the Keep.

Once you've captured the Keep, a treasure chest containing a Boomerang appears. This is exactly what you need to destroy the Walls of Vines! It also does a pretty solid job of dizzying enemies so that you can smack them around a bit without fear of retaliation.

CONFRONT CIA!

Now that you've got the Boomerang, you can now make your way up to Cia in the Ruins Summit Keep. Destroy the Walls of Vines blocking the Keep's entrance and go in. Cia makes like a Wizzro and flees the scene, leaving behind her favorite pet plant, Manhandla, to keep you occupied.

Piece of Heart Opportunity

Make sure to capture the Ruins Summit Keep while playing as Sheik to find a chest containing a Piece of Heart.

Move south toward Manhandla, but instead of jumping off the ledges leading to the central area of the map, defeat the Gatekeeper Captain to open the gate and head on down the stairs. This makes it easier to get the Hard Gold Skulltula if this is your second playthrough. If not, getting more Materials and Weapons from a Captain is never a bad thing.

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Legend Mode

Boss Fight: Manhandla

Manhandla is definitely on the harder side of the Giant Boss spectrum. It rarely leaves itself open to attack, so getting its Weak Point Mark out is often a pain. Also, it can rampage across the field in an unpredictable manner, which does a good bit of damage and is unblockable. It also continuously pelts the Allied Base with seed mortars whenever you're not near it. Lucky for you, we have extensive knowledge about this prickly plant, so we'll help make this fight as easy as possible.

COMBAT BONUSES

Use the Command function and order your heroes to gather near Manhandla. You receive special combat bonuses when multiple heroes gather near giant bosses, like Magic restoration and extra damage!

Manhandla has a varied set of moves. Here are the moves you need to look out for the most: the ones that reveal its Weak Point Mark. The first and most common of these two attacks is Manhandla's seeding spitting assault. All of its heads aim at you, but in a specific tiered pattern (use above screenshot for reference).

When you see this, block immediately. You'll be pelted relentlessly by seeds for a few seconds. Watch for when Manhandla's Stalks turn green; this is the time to attack. Don't bother with normal attacks: Hit Manhandla with your Boomerang instead. Make sure you're good and close before throwing it, because the Boomerang doesn't have a great range and it also can't be aimed. When you hit one of Manhandla's heads, it retracts into its body. As soon as you knock all four of its heads with the Boomerang Manhandla's Weak Point Mark shows up.

The second move is when all of the heads aim at you again, but arrange themselves in a horizontal line. This means that Manhandla is about to try to take a bite out of you with all of its heads, one at a time. Instead of blocking immediately, throw your Boomerang and you'll likely knock all of them down at once, revealing the Weak Point Mark. If you missed any of the heads on either attack, you can use you Regular Attacks to finish them off.

Manhandla has a few more moves that don't reveal the Weak Point Mark, but you should watch out for their devastating power. The first of these is the aforementioned rampage attack. The Manhandla pulls itself out of the ground and begins thrashing around the area violently. Blocking doesn't work against this attack, as the Manhandla can just break through the block. Instead, focus on rolling away from the monster man-eater.

Manhandla can also unleash a poison attack that is exactly the same as the one the Deku Babas did in the Faron Woods. If Manhandla's heads look straight into the air, roll away from it to avoid the attack.

Once you've damaged half of Manhandla's health, it flees underground. Manhandla Stalks pop up all over the south half of the battlefield and you must find the real one by cutting down each of the Stalks. We'll save you the trouble and tell you which Stalks Manhandla always hides under.

Attack either the southwestern or southeastern Stalks to get the Manhandla to come back up again and ignore the others. Once Manhandla resurfaces, the other Stalks disappear.

Hard Gold Skulltula Opportunity

Get Manhandla down to half health to cause it to flee, then make it come back up from the ground by defeating the correct Manhandla Stalk. Once you do, head straight for the central ruins' stairs. The Skulltula is sitting on the other side of the gate.

The second half of the fight is the same as the first. Just follow our suggestions and watch for Manhandla's cues to figure out how to dodge its attacks. For added swiftness, Manhandla is actually quite susceptible to Special Attacks and Focus Spirit. You can almost always reveal its Weak Point Mark if you hit it with the Focus Spirit finishing attack or a Special, regardless of what move it's using at the time. Make sure to use those moves during this second half and Manhandla will be hung out to dry in no time. Just note that this doesn't work 100 percent of the time with all Warriors—Link can make it happen almost every time with both moves, but Lana's Special struggles to hit all of the Manhandla Stalks. That doesn't mean you shouldn't try anyway, however.

Beating Manhandla ends the Scenario. Your side is victorious.

UNLOCKABLES

Lana's Spear: The Sealed Weapon you picked up in the West Keep turns into Lana's first-level Spear, the Deku Spear. The Deku Spear is, well, a spear made of wood from the Deku Tree, and it shows, too! Every one of the Deku Spear's moves uses the power of the Deku Tree in some way or another. From gliding with the Deku Leaf to calling out Deku Scrubs to pelt enemies with their seeds, this weapon is a real treat for longtime fans of the series and for those who love a lot of mobility.

A LINK BETWEEN WORLDS

Cia fled from the Valley of Seers, but her plan has become obvious: She's trying to grab all three pieces of the Triforce by traveling through different eras of Hyrule's history! At this point in Legend Mode, the Scenarios branch, meaning you can travel to different Hyrules from across *The Legend of Zelda* series and you'll get to choose what order you want to visit them in. You are free to select whichever Scenario you want to do first, but you'll get more unlockables if you follow our path. If you're fine on holding off on getting some extra treasures for the time being, pick the Scenario that interests you most and flip to that Scenario in this section of the guide.

If you're looking to follow our path, turn the page; we're starting this strange journey with Scenarios in the world of *Twilight Princess*.

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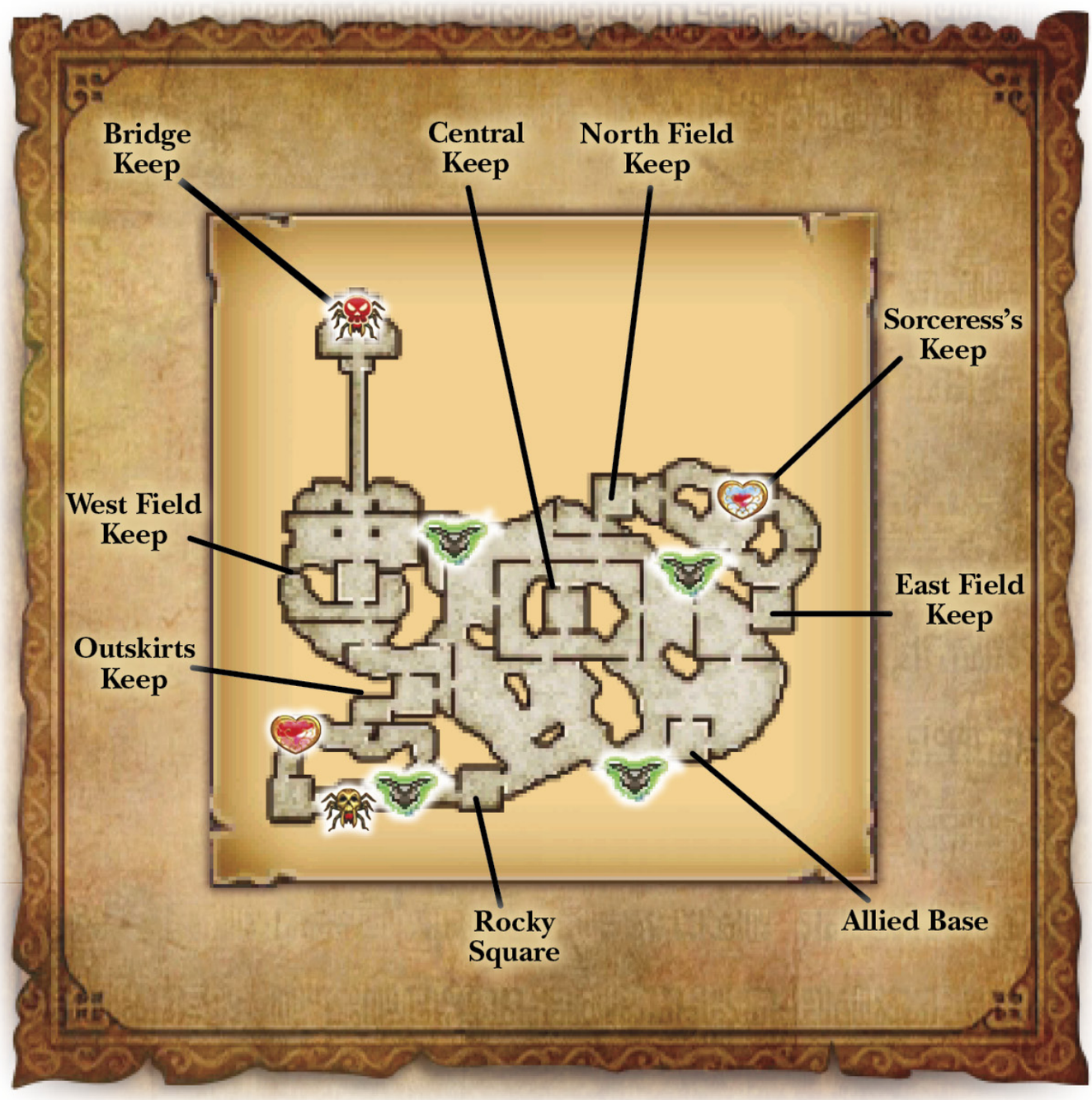
Hyrule Warriors Legends

Legend Mode

Land of Twilight: Twilight Field



GOLD SKULLTULA
HARD GOLD SKULLTULA
HEART CONTAINER
PIECE OF HEART
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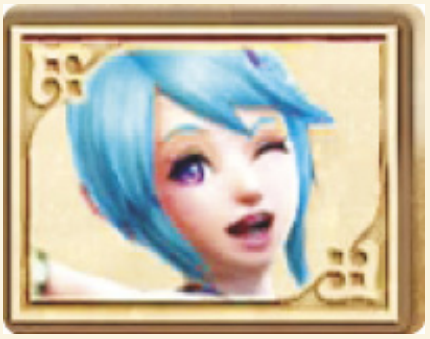
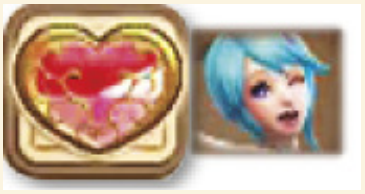
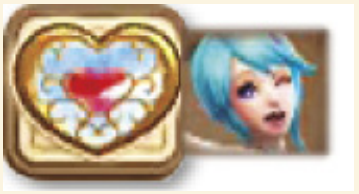
Playable Characters

 Lana

Heart Container

 Lana—Hookshot Needed

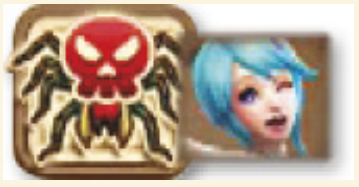
Piece of Heart

 Lana

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

 Lana—Defeat Midna before Cia leaves the battlefield; then capture all keeps.

Unlockables

Midna

Victory Conditions

Find the Gate of Souls.

Defeat Conditions

If the villager flees or the Allied Base is

The group split up to see what lies beyond each of the portals. The portal Lana walks through leads her to a field covered in pockets of shadow and monsters in the Hyrule of *Twilight Princess*. Before she can make sense of this phenomenon she hears the cries of someone in need.

Lana's Deku Spear is recommended by the game for this Scenario, but the spear is more for mobility; if Lana isn't a particularly high level—which she won't be at this point in the game—using the Spear is a bit of a handicap. Our recommendation is to use the Book of Sorcery instead, but, as always, you are free to use whatever weapons you find to be the most fun and interesting, and the Deku Spear certainly is both of those things.

TWILIGHT PATCHES

The first things you'll likely notice in this Scenario are the big, black squares all over the minimap. No, your game isn't broken; those are pockets of Twilight that we'll be referring to as Twilight Patches. Inside each of these patches is a Keep protected by Dark Keep Bosses, Captains that are quite vicious and challenging to fight. If you defeat the Dark Keep Boss, the Twilight Patch will clear up. Be warned, however: If the Keep is taken back by enemy forces, the Twilight Patch will reappear, meaning you'll have to capture the Keep within to dispel the Twilight once more.

With that said, don't worry about the Twilight Patches at the moment. They'll play a big role in the latter half of the fight, but for right now you have more pressing issues to deal with.

SAVE THE VILLAGER

The cries are coming from a young villager who is being attacked by enemies in the abandoned Keep in the southwest corner of the battlefield. Waste no time heading toward the villager, but feel free to capture the Rocky Square Keep on the way; all you need to do is reach the villager to save her, so if you're nearby, you can race to her if her health gets too low.

OWL STATUE

Take a moment to activate the owl statue on your way to the villager. It'll come in handy later!

Once you reach the abandoned Keep, you discover the identity of the villager; it's the Bug Princess, Agitha. She's very passionate about anything and everything insect-related, and she proves it almost immediately when a rare Goddess Butterfly flies by and she single-mindedly follows it.

FOE ALERT!

A Skilled Summoner appears in the Central Keep while you escort Agitha. Use the Ocarina to quickly warp over there and defeat it before it summons too many powerful monsters. Activate the owl statues to the east and north, then warp back to Agitha and resume your escort duties.

BUG CATCHING

Escort Agitha while she chases the Goddess Butterfly. Despite her unerring bug-lust, she'll stop for any enemies that get near her, instead of simply stopping for enemies with Health Bars, meaning you'll have to clear out anything near her to get her moving again.

Agitha's destination is the center of the Twilight Patch above the Outskirts Keep, but you'll have to capture the Keep before you can reach the Patch. Before you enter the Outskirts Keep, you'll have to guide Agitha to its east gate. When she reaches the gate she opens it. It's time to go to work capturing it.

AERALFOS

Blocking the entrance to the Outskirts Keep is the reptilian birdman, Aeralfos. These winged baddies can be a real pain when they take flight, but if you know a few tricks about them, they're incredibly easy to deal with. Just hit them until they leap into the air and begin flying. Then they pretty much always do an air-based attack that ends with their landing on the ground and exposing their Weak Point Mark. Then they either breath fire on the ground below them, sweeping from left to right, or they do a downward lunge with their weapon. Either move is quite easy to avoid: Just stay a short distance behind them and wait for them to drop out of the sky of their own accord. Once they hit the ground and their Mark pops up, knock 'em out. Easy as that!

Heart Container Opportunity

Directly north of the southeastern Keep where you first met Agitha, you'll find Lana's Heart Container. You'll need the Hookshot from a later level, so you won't have access to the Container on your first trip to the Twilight Field. Make sure you don't forget to come back once you do.

Once you reach the center of the Twilight Patch above the Outskirts Keep, another face familiar to fans of *Twilight Princess* makes an appearance: the Twilight Princess herself, Midna. Unfortunately, Midna is also at war with Cia and she has little time to exchange pleasantries. Even worse, she steals the Goddess Butterfly and uses it to guide her to Cia's Keep, leaving behind her personal guard to do away with Lana and Agitha.

THE TWILIGHT INVASION

Midna and her army enter the field as a second oppositional force, meaning you now need to fight the Twilight Army and the Dark Army. To make matters worse, Midna is empowered by the Twilight Patches around the battlefield, meaning challenging her head-on is going to be quite difficult until you clear out some of the Patches.

Before you pursue Midna, capture the West Field Keep, right where you are. This will further weaken Midna and help keep

Agitha safe while she waits for you to get the Goddess Butterfly.

DEFEND THE KEEP!

Dangerous Aerolfos appear to the southeast as you work at capturing the West Field Keep. Quickly capture the Keep and then warp back to your base to defend it.

To reclaim the Goddess Butterfly, you'll need to defeat Midna. Instead of challenging her directly, head off and capture the East and North Field Keeps to further weaken her.

Gold Skulltula Opportunity

Around this time, you'll probably have 1,000 KOs. If that's the case, run down to the southeastern Keep where you found Agitha. Directly to the right of the Keep, you find the Skulltula scuttling along the side of a house. Defeat it and claim your puzzle piece.

MULTI-TASKING

Beware of Darknuts headed after Agitha and Keep Saboteurs aiming for your Keeps while you capture Midna's Keeps. Warp around the field as needed to repel these threats while you work at banishing the Twilight.

A HYRULIAN STANDOFF

Midna slowly makes her way toward Cia's Keep. Once Midna reaches the Keep, Cia flees, causing Midna to turn her wrath onto you and Agitha. She teleport over to the bridge just below the Bridge Keep. If you defeat her before she teleports, she'll appear on the bridge with half health, which is definitely a welcome advantage.

Hard Gold Skulltula Opportunity

This is undoubtedly one of the easiest Hard Gold Skulltulas you can get in the game. As soon as Midna enters the battlefield, fight and defeat her. She doesn't have a lot of health, so she can be knocked out pretty easily. If she is giving you trouble, you just need to remove more Twilight Patches to weaken her—if she isn't right by Cia, of course. You only need to defeat her before she reaches Cia and then capture any remaining keeps to get the Skulltula to appear.

Speaking of which, you can find the Skulltula on the northern wall of the Bridge Keep.

Midna doesn't pose much of a threat after you've cleared the field of all the Twilight Patches, though she is pretty difficult to Weak Point Smash. You can block pretty much every one of her attacks and she doesn't have any way to guard her back, so block and roll until you get behind her. Once she's finished one of her Strong Attacks, she'll likely reveal her Weak Point Mark.

Midna is incredibly squirrelly, so getting a Weak Point Smash on her is going to take a few Mark reveals, but if you stay patient and keep your guard up, you'll have no trouble taking her down.

UNLOCKABLES

Midna: The Twilight Princess has some of the most squirrelly attacks in the game, using her wolves to bounce around the area. While she is a little weak on the Regular Attack damage side of things, her Strong Attacks are up there with Lana's, if you know how to utilize them properly.

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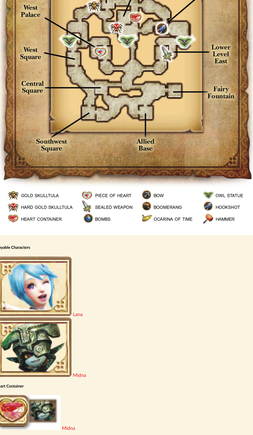
Hyrule Warriors Legends

Legend Mode

The Shadow King: Palace of Twilight



GOLD SKULLTULA
HARD GOLD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
OCARINA OF TIME
OWL STATUE
HOOKSHOT
HAMMER

Playable Characters

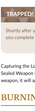
Lana

Midna

Heart Container

Midna

Piece of Heart


Lana

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Midna—Defeat three Keep Saboteurs while keeping all allies at 50% or more health.

Unlockables

Hookshot
Lana's Sealing Tome

Victory Conditions

Defeat Zant.

Defeat Conditions

If Lana/Midna flees or the Allied Base falls

FACING THE TWILIGHT KING

This battle takes place in the land of Twilight and it looks like Cia already has a foothold here, too; she's recruited the help of the self-proclaimed Twilight King, Zant. Defeat Zant and seal the Gate of Souls at the back of the palace to bring peace to the Twilight Realm once again.

This Scenario has can get a little chaotic, so be sure to read the strategies we present here. You are free to choose either Lana or Midna for this fight, and both are excellent choices. Midna's Regular Attacks are definitely weaker than Lana's, putting her at a slight disadvantage, but you shouldn't have any issue completing the Scenario whichever character you select.

CAPTURE THE EASTERN KEEPS

Your first task it to capture the Upper and Lower Level East Keeps. This is pretty straightforward, so head over there and knock them out. Just make sure to activate the owl statue and defeat any Captains you come across; if it haven't noticed, the battlefield is covered with them. This Scenario has a good bit of micromanaging, that is, unless you're diligent about clearing out the Captains.

Shortly after entering the Lower Level East Keep, Zant will send a faction of his Captains toward the Allied Base. You can go and rough them up now, or continue on. They likely won't make it anywhere near the Allied Base before you capture both Keeps, so you can focus on the task at hand.

TRAPPED

Shortly after you capture the Lower Level East Keep, you won't have the chance to go back to help your allies until after you complete your next mission.

Capturing the Lower Level Keep will net you a chest containing a Sealed Weapon. At the completion of the Scenario, the Sealed Weapon will become Lana's second-level Book of Sorcery, the Sealing Tome. Whenever you unlock a new version of a weapon, it will appear in Weapon Bags on the battlefield.

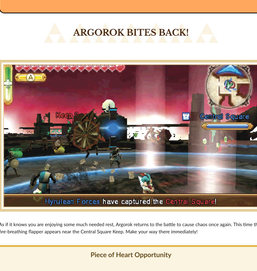
BURNING BRIDGES

Barely a moment goes by after you capture the Lower Level East Keep before Zant blows the bridges leading back to the Allied Base, trapping you in the palace. You must find a tool to help you deal w ith these new obstacles. At the moment, you only have one choice: Head to the Upper Level East Keep.

Once you capture the Upper Level East Keep, a treasure chest appears, containing just the tool you need: the Hookshot. This Sub-Weapon allows you pull yourself over bridges indicated with specific hanging plaques (see the screenshot for reference). This is just what you need to get up the broken bridges.

ARGOROK ATTACK!

Zant is none too pleased that you found the Hookshot, though, to be fair, he really shouldn't have just left it in the middle of a Keep like that. To get back at you for your blatant thievery, Zant summons the Twilight Dragon Argorok to run amok on the field. The dragon will continuously spew fire balls at the Allied Base, slowly whittling down its health. Waste no time in racing to the West Square Keep.



When you arrive at West Square Keep, it'll become apparent that you're completely helpless in bringing the dragon down. Thankfully your ally has's a plan to cast a net on Argorok. The problem is she needs an escort to get her to Argorok. Head toward her location in the Allied Base, defeating Captains on the way there, and guide her over to the West Square Keep.

DEFEND WEST SQUARE KEEP

Enemies will spawn and attack Agitha as you work at capturing the West Square Keep. Be ready to warp to her aid at a moment's notice!

Once your ally arrives at the Keep, she'll create a Magic Circle in the center of the Keep. If you haven't captured the Keep yet, now's the time to do it. After the Keep is in your possession, the Magic Circle appears. Step in the center and hit the Y button to activate it. Magical chains shoot out at the Argorok, but the slippery salamander breaks out and flees the battlefield.

Gold Skulltula Opportunity

There's a good chance that you've defeated 1,000 enemies by now. If that's the case, you can find the Skulltula just outside the North Palace Keep to the left. You need to bomb the boulder next to the Keep to find the Skulltula, then it's all yours.

PROTECT THE BUG PRINCESS!

Once Argorok flees, Zant hatches a new scheme. He orders Commandos to hunt down and kidnap Agitha. You can prevent that from happening if you intercept the Commandos when they're en route to the Bug Princess, who is currently in the Upper Level East Keep.

Both of the Commandos come out of the North Palace Keep, one heading through its south gate and the other through its east gate. If either of them reaches Agitha, they'll rush her immediately and take her to the North Palace Keep, where they will rapidly depletre her health.

Start by attacking the Commando exiting through the south gate first because it's the first one to leave the North Palace Keep, then circle around through the Upper Level East Keep and cut off the second Commando. If you successfully defeat the would-be kidnappers before they kupnap Agitha, she'll get a morale boost.

Heart Container Opportunity

If you're playing as Midna, you can find a treasure chest containing her Heart Container underneath a boulder. Stand outside of the Enemy Base's east gate and you'll see the boulder up against the south wall of the corridor. Destroy the boulder to reveal the chest, then open the chest to reveal the Heart Container.

PROTECT WEST SQUARE KEEP

Assault Troops will march on your base from the West Palace Keep shortly after you defeat the Commandos. Be ready to warp to its defense!

ARGOROK BITES BACK!

As if it knows you are enjoying some much needed rest, Argorok returns to the battle to cause chaos once again. This time the fire-breathing flapper appears near the Central Square Keep. Make your way there immediately!

Piece of Heart Opportunity

If you are playing as Lana, you can capture the West Palace Keep on your way to Argorok to reveal a treasure chest containing her Piece of Heart for the Scenario.

No matter what you do, Argorok will take the Central Square Keep the second it enters it. Take the Keep back to reveal another Magic Circle.

FROM BAD TO WORSE

Argorok escaped again! There's got to be a way to pin down the dragon for good! Unfortunately, we don't have time to brainstorm at the moment. Zant has called in reinforcements and is sending them to the *Allied Base! And if that weren't* enough, Argorok returns for a third time!

ALLIED BASE DEFENSE

Your first priority should be to take out Argorok, but if the enemy Captains make it to the Allied Base, you're going to have to turn your attention to it immediately. For now, let's figure out what to do about Argorok.

SAY YOUR PRAYERS

Agitha's Goddess Butterfly seems to have a plan because she is guiding Agitha to the abandoned Keep in the southeast corner of the battlefield. As it turns out, the abandoned Keep isn't abandoned at all! It's a Fairy Fountain! This might be just what we need to turn the tide of the battle. Head into the Fairy Fountain and pray to the Great Fairy.

It worked! The Great Fairy finally brought that lousy lizard to the ground! Go to the center of the map where the Argorok is and get ready to finish it off; it's not going to escape this time!

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Hyrule Warriors Legends

Legend Mode

Boss Fight: Argorok

Despite how irritating this winged weasel has been up to this point, fighting it directly is actually pretty easy. You'll need to use your Hookshot to pull it out of the air and reveal its Weak Point Mark. Anytime you see the Argorok's tail glow blue, grab it with your Hookshot.

Argorok's range is surprisingly limited; it mostly attacks directly to its front. It breathes fire in front while its tail shoots fire as well. Just stay off to the side or behind Argorok to avoid this attack altogether. See? Easy! And the best part? Its tail will turn blue as soon as it's finished blasting flames, meaning you'll have a perfect position to pull the Argorok out of the sky.

If you see the Argorok flapping its wings violently, start dashing to the left or right; Argorok will begin conjuring up small tornados with its wings that will go in a straight line toward you. Once it's done making tornadoes, you should have no issue grabbing its tail again.

Hard Gold Skulltula Opportunity

Several Keep Saboteurs appear shortly after Argorok's arrival. If you're playing as Midna, and if none of your allies' health has dropped below 50% during this Scenario, then defeating all of the Keep Saboteurs will cause a Gold Skulltula to appear on the outer southern wall of the Enemy Base. Act fast to defeat all of the Keep Saboteurs before Argorok obliterates your base!

DEFEAT ZANT

Irate at your insolence, Zant joins the battle as you confront Argorok. The Enemy Base Keep will open up and Zant will come charging toward the Allied Base. Intercept him and begin the final battle of this Scenario.

Frustratingly enough, Zant is built sturdy. He can take a beating like no other enemy Warrior you've faced up to this point. The good news is he doesn't have much in the way of mobility. If you're playing as Midna, you can juggle him in the air will little effort using her ^^%$$^ combo. If you're Lana, you can use any of her Strong Attacks to stagger Zant, but juggling is a good deal harder for her than for Midna.

Once you've defeated Zant, the Scenario is done and the battle won for the heroes.

UNLOCKABLES

Lana's Sealing Tome: The second version of Lana's Book of Sorcery is found inside the Sealed Weapon after you complete the Scenario. You can expect to find more attack power and more Slots on Sealing Tomes than you had with her first Book of Sorcery. Not a bad deal, eh?

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Hyrule Warriors Legends

Legend Mode

Land of Myth: Death Mountain

Playable Characters

Impa

Sheik

Heart Container

Sheik

Piece of Heart

Impa

Gold Skulltula

1,000 KOs—Hookshot Needed

Hard Mode Gold Skulltula

Sheik—Defeat Darunia two or more times, and make sure you control at least seven keeps when the Enemy Base opens.

Unlockables

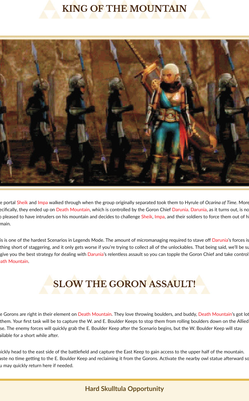
Darunia
Impa's Biggoron's Knife

Victory Conditions

Defeat Darunia.

Defeat Conditions

If Sheik/Impa flees or the Allied Base falls.



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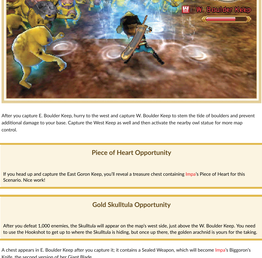
HAMMER

KING OF THE MOUNTAIN



The portal Sheik and Impa walled through when the group originally separated took them to Hyrule of Ocarina of Time. More specifically, they ended up on Death Mountain, which is controlled by the Goron Chief Darunia. Darunia, as it turns out, is none too pleased to have intruders on his mountain and decides to challenge Sheik, Impa, and their soldiers to force them out of his domain.

This is one of the hardest Scenarios in Legends Mode. The amount of micromanaging required to stave off Darunia's forces is nothing short of staggering, and it only gets worse if you're trying to collect all of the unlockables. That being said, we'll be sure to give you the best strategy for dealing with Darunia's relentless assault so you can topple the Goron Chief and take control of Death Mountain.

SLOW THE GORON ASSAULT!

The Gorons are right in their element on Death Mountain. They love throwing boulders, and buddy, Death Mountain's got lots of them. Your first task will be to capture the W. and E. Boulder Keeps to stop them from rolling boulders down on the Allied Base. The enemy forces will quickly grab the E. Boulder Keep after the Scenario begins, but the W. Boulder Keep will stay available for a short while after.

Quickly head to the east side of the battlefield and capture the East Keep to gain access to the upper half of the mountain. Waste no time getting to the E. Boulder Keep and reclaiming it from the Gorons. Activate the nearby owl statue afterward so you may quickly return here if needed.

Hard Skulltula Opportunity

This one of the toughest Skulltulas in the game. Not only do you have to defeat Darunia twice, you also have to micromanage your allies and control at least seven keeps before the Enemy Base opens. If the gate opens before you force Darunia to retreat twice and capture seven keeps, you'll have no hope of getting the Skulltula to show up, so focus on getting those seven keeps immediately by capturing every Keep you can before taking the E. Boulder Keep. Once you do that, Darunia will come out and a chain of time-sensitive missions will begin, making grabbing all of those keeps an extremely difficult process. Just make sure to use the Battlefield Info screen to keep track of the Allied Base's health and don't hesitate to race down to the Allied Base whenever you see the Captains' little red circles enter it on the minimap.

Make sure you don't leave the Allied Keep unattended for long. The boulders coming down the mountain certainly hurt your base of operations, but not as badly as a legion of Gorons attacking directly can. If you see Captains entering the Allied Base on the minimap, waste over there and take them out immediately. Between them and the boulders, the Allied Base can get dismantled in mere minutes.

After you capture E. Boulder Keep, hurry to the west and capture W. Boulder Keep to stem the tide of boulders and prevent additional damage to your base. Capture the West Keep as well and then activate the nearby owl statue for more map control.

Piece of Heart Opportunity

If you head up and capture the East Goron Keep, you'll reveal a treasure chest containing Impa's Piece of Heart for this Scenario. Nice work!

Gold Skulltula Opportunity

After you defeat 1,000 enemies, the Skulltula will appear on the map's west side, just above the W. Boulder Keep. You need to use the Hookshot to get up to where the Skulltula is hiding, but once up there, the golden arachnid is yours for the taking.

A chest appears in E. Boulder Keep after you capture it. It contains a Sealed Weapon, which will become Impa's Biggoron's Knife, the second version of her Giant Blade.

Heart Container Opportunity

Directly south of the E. Boulder Keep, on the path the boulders were rolling down to hit the Allied Base, you'll find a boulder concealing a treasure chest. Open the chest to find Sheik's Heart Container for this Scenario.

DEFEAT DARUNIA

Shortly after you've captured the E. and W. Boulder Keeps, Darunia, the Goron Chief, will roll down from his keep at the northernmost point of the map with a rather large squad of Goron troops in tow. Stand in the center of the battlefield and intercept him and as many of his troops as you can manage without letting him reach the Allied Keep.

KEEP SABOTEURS!

Several Keep Saboteurs also appear shortly after Darunia's arrival. Be ready to warp about and defend your Keeps from these dangerous invaders!

Darunia can be beaten in much the same way as every other Warrior. Block his attacks until his Weak Point Mark appears, then whittle it down to perform a Weak Point Smash. Unlike other Warriors, Darunia is actually quite susceptible to this strategy: he takes quite a bit of damage from a Weak Point Smash and has a Mark that can be depleted swiftly. Make sure to roll behind him if you get the chance, like you would any other Warrior, to keep yourself a little bit safer.

After you defeat him, Darunia retreats to his Keep for the time being.

ANOTHER GORON WAVE!

The Gorons send out a wave of Captains to take back the Keeps you captured. If you were diligent in capturing Keeps around Death Mountain, the Goron Captains will have their work cut out for them. This gives you all the time you need to progress the battle by escorting Impa/Sheik to the W. Boulder Keep. Be warned, however: Darunia will reappear and try to take back the Boulder Keeps, starting with the western one. If he manages to accomplish that goal, the Keep will begin rolling boulders at the Allied Base once again.

Hard Skulltula Opportunity Continued

This is your chance to get the Skulltula. If you control seven keeps, let Darunia run to the W. Boulder Keep to keep Impa from starting the next stage of the battle, then go to town fighting Darunia to knock him out for the second time. If everything works according to plan, Darunia will be knocked out and Impa will turn the W. Boulder Keep's boulders on Darunia's home base. The gate to his Keep will open and the Skulltula will appear in the room leading up to his Keep.

CRACKING THE GORON CHIEF'S SHELL

Somehow Darunia is healing himself whenever he flees back to his Keep. This mystery has left your ally puzzled, but it's not long before she decides to take a shot in the dark and turn the Boulder Keeps back on the Gorons.

As soon as your ally makes it to the W. Boulder Keep, she will turn the boulders against Darunia's forces and use them to destroy a gigantic jar in the center of his entry hall. It turns out that Darunia has been healing himself with whatever was in that jar. Now that it's been destroyed, Darunia has no method of healing himself, which leaves him in a panic. He gears up for one last assault and opens the gates to his Keep. You now have the chance to deal the final blow to the Goron offensive.

Race to the Chief's Room Keep to challenge Darunia directly!

BOMBCHU BLITZ!

Shortly after you destroy the door to his Keep, Darunia begins his final plan: a Bombchu assault like you've never dealt with before. Get ready to bounce around the map like a rubber band ball at a trampoline convention because things get a little hairy from here on out.

Use the Ocarina and warp around the map, racing to any Bombchu that has its arrows pointing toward the Allied Base on the minimap first. If the Bombchu reaches it and successfully detonates, it'll be game over for the good guys. If you captured and managed to hold on to most of the Keeps on the field, you'll have a much easier time with this section. The Bombchus have to stop at any Keeps you hold and take them before any additional Bombchus can reach the Allied Base, which gives you time to hop back and forth around the map.

If you didn't capture very many Keeps, or if the enemy Captains from earlier successfully took your Keeps, don't worry: You'll have to race around much faster, but this is still completely doable if you don't waste time getting from Bombchu to Bombchu.

The trick to completing this section quickly is to ignore the Bombchus and go directly for their Operators standing nearby. The Bombchu Operators go down much quicker than the Bombchus do, and if you walk near a Bombchu after defeating its Operator, it turns around and attacks enemy Keeps instead! Some even go directly to Darunia's room (the Chief's Keep) to damage him and anything else inside of it.

ROCK AND ROLL

Once you've removed the Bombchu scourge from the battlefield, race up to the Chief's Room Keep and get ready face the Goron Chief himself.

After you reach the Keep, it becomes very apparent that something isn't quite right with Darunia. Big Pows begin appearing inside the Chief's Room Keep and Darunia starts complaining of feeling strange. Instead of taking him out directly, defeat all of the Big Pows in the room to weaken him. It just so happens that the reason Darunia attacked you in the first place was because of the Big Pows' mind control. On top of that, they were empowering Darunia to make him even more deadly on the field.

With the Big Pows cleared out, knock out Darunia to break him free of the mind control and win the battle.

UNLOCKABLES

Apothecary's Increased Stock: If you've been keeping up with your Skulltula hunts, you should have defeated at least seven Skulltulas now, which means the Apothecary has increased its stock. Go check it out to see what kind of goodies are up for grabs now.

Darunia: The hard-headed rock-eater is now your ally, which means you can also use him in battle. His speed isn't the greatest, and his range is a bit lacking, but his Strong Attacks are out of control. They guy can pack a punch! His Strong Attacks also make up for any range deficiencies that plague his Regular Attacks. If you fancy yourself a fan of the heavy hitters, then Darunia is your guy.

Impa's Biggoron's Knife: If you gritted the Sealed Weapon inside the E. Boulder Keep, it transforms into Impa's second version of the Giant Blade, the Biggoron's Knife.

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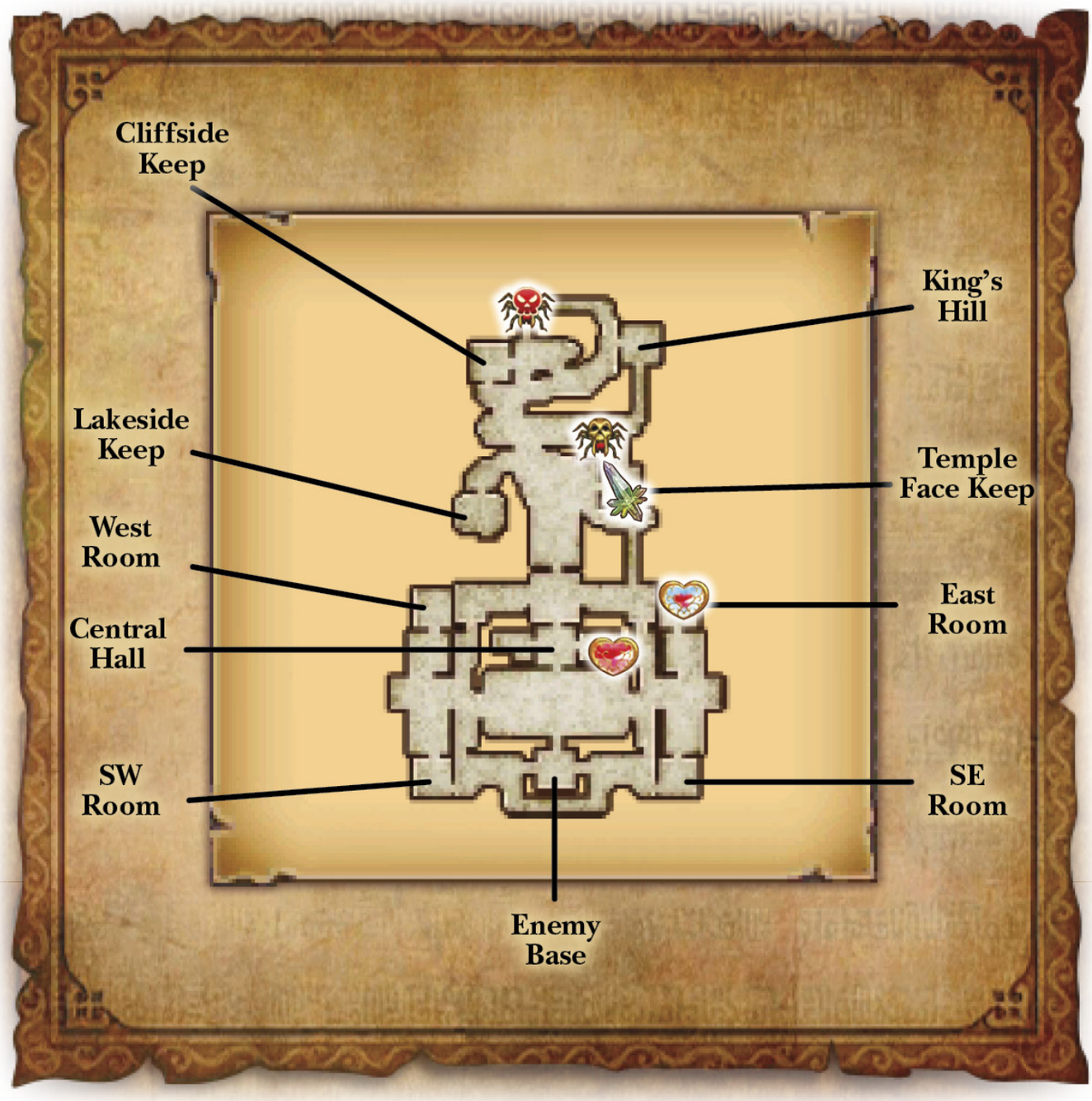
HYRULE WARRIORS LEGENDS

Legend Mode

The Water Temple: Lake Hylia



GOLD SKULLTULA
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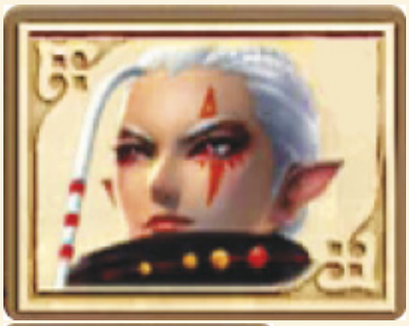
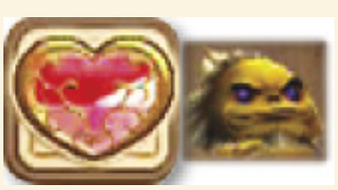
Playable Characters


Impa

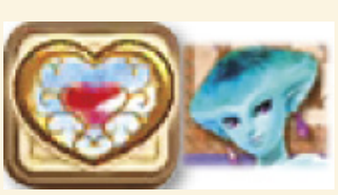
Ruto

Darunia

Heart Container


Darunia

Piece of Heart


Ruto

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Impa's Giant Blade—Defeat King Dodongo while keeping allied commanders and Ruto at 50% or more health.

Unlockables

Sheik's Typhoon Harp

Victory Conditions

Defeat Zelda.

Defeat Conditions

If Sheik/Darunia or Ruto Flees.

THE UNDERWATER SANCTUARY

Sheik and Impa finally catch a break on the whereabouts of Princess Zelda, but the news is not nearly as positive as they were hoping. Rumor has it that Princess Zelda is actually leading a regiment of Cia's monster army and she's used it to take over the Water Temple at the bottom of Lake Hylia! Princess Zelda definitely wouldn't join Cia willfully, so we'll need to reach her to get to the bottom of this.

A BRIEF REPRIEVE

This Scenario offers a nice reprieve from what you dealt with at Death Mountain, though there are still some tricks and challenges coming your way, especially if you're looking to get the Hard Gold Skulltula on this map. Hang in there and we'll give you the best strategies for handling this Scenario and getting all it has to offer.

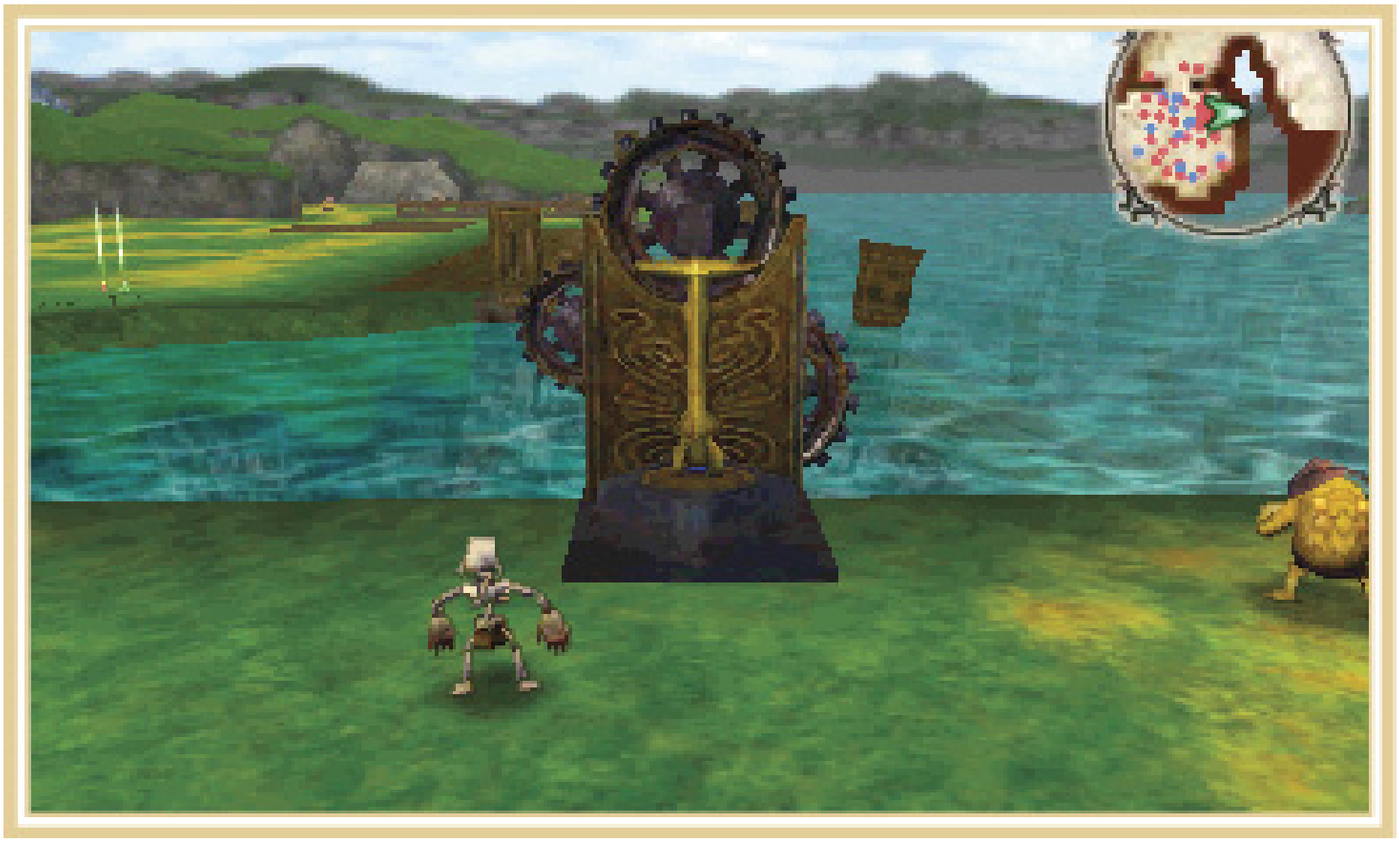
AMBUSH THE ENEMY!

You start the scenario inside the King's Hall Keep with a mission to ambush the opposing force. To do that, you must get the drop on them. Literally. Take a right out of the Mine Keep and run to the end of the path. There is a ledge you can—and should—jump from. When you take the plunge, it catches the enemies within the mines off guard, dropping their morale. Clear out the enemies in the mines and then head outside.

CRITICISM HURTS

Princess Zelda will continuously issue harsh words to your forces for the first half of the battle. Her constant barrage of criticism decreases their morale. This isn't as big of a deal as it might be in other Scenarios, so don't worry too much about. Just carry on with your missions in a timely manner and you'll be fine.

RESCUE AND ESCORT RUTO



Your next mission is to help the Zora Princess, Ruto, who's had her hands full with Zelda's army since before you and your allies arrived. Head toward the flag icon on the minimap to find Ruto, then defeat the two glowing Lizalfos attacking her to rescue her.

Once she's been rescued, Ruto asks you to escort her to the Lakeside Keep on the west side of the lake's shore. Capture the Keep and then Ruto flips a switch that lowers the lake's water level, revealing the Water Temple below.

SEALED WEAPON

You can grab Sheik's second-level Harp if you first grab a Sealed Weapon from the Temple Face Keep. You'll need to capture the Keep first to reveal a chest containing the Sealed Weapon. After completing the Scenario, the Sealed Weapon will become the Typhoon Harp.

DEFEND DARUNIA!

Powerful Lizalfos appear and chase after Darunia while you escort Ruto to Lakeside Keep. Use Impa to defend Darunia while Shiek escorts Ruto.

ENTER THE WATER TEMPLE

Head into the Water Temple from the steps in the center of the map. A legion of Big Poe Captains will make their way up those very steps, which means you'll be able to intercept them and prevent them from causing trouble for your allies who stay behind on the lake's shore.

THE ZORA PRINCESS IMPRISONED!

Almost immediately after entering the Water Temple, Princess Ruto gets kidnapped by Zelda's forces and taken to a room in the center of the temple. This is the trickiest part of the Scenario, because enemy Captains will continuously attack Ruto so long as she's in that room and reaching her is no simple task. You need to hit two different switches in two different Keeps to reach her and the only way to hit the switches is to capture both Keeps.

Hard Gold Skulltula Opportunity

If you're going for the Hard Gold Skulltula, use Sheik to save Darunia whenever enemies advance on him. Use the Command screen to order Sheik to remain near Darunia so you can come to his aid at a moment's notice.

The Keeps housing the switches are the SE and SW Room Keeps. Head over to the SE Room Keep first and capture it. This switch not only slightly lowers the currents blocking your access to the center of the Water Temple, it also lowers the water on west and east sides of the temple, giving you access to the West and East Room Keeps. Don't bother going to either Keep just yet; saving Ruto should be your number one priority.

KEEP IT UP!

Assault Troops will advance on Darunia as you work at freeing Ruto. Defend Darunia with Impa, using the Command screen to ensure she remains close to Darunia at all times.

Gold Skulltula Opportunity

Just up and to the left of Temple Face Keep; behind a Wall of Vines is the 1,000 KO Gold Skulltula. You'll need to be prepared to get this one, since you'll almost certainly be inside the Water Temple when the Skulltula appears on the field. Keep a close eye on your KO count to make sure you're good and ready to race to the Skulltula. A Wall of Vines will be blocking your path, so you'll need the Boomerang to open the way.

Head over to the SW Room Keep and capture it to lower the water in the central room.

You can now reach Princess Ruto via the central room's south entrance, but first you need to take out the Gate Guard standing in front of the door. Once the Gate Guard's been defeated, the door opens and you find Princess Ruto fighting for her life.

Defeat the Captains attacking Ruto to save her and complete the mission.

Heart Container Opportunity

While playing as Darunia, as soon as you rescue Ruto, head through the Central Keep's east gate and destroy the boulder in the corridor ahead to reveal a chest containing Darunia's Heart Container for this Scenario.

HEALING HANDS

Your allied Captains and Warriors will sometimes call out for your help during a battle. This isn't simply to let you know that they're getting beaten up pretty badly; it's also a call for healing. Captains or Warriors with health below 25 to 33 percent will have a large green ring on the ground around them. If you walk into that ring, it will refill a large portion of their health. So if you ever have the time to help an ally in danger, race over and heal them to get them back into the fight.

Piece of Heart Opportunity

Before you enter Zelda's Keep, head over to the East Keep and capture it to reveal Sheik's Piece of Heart for this Scenario.

DEFEAT ZELDA

Now that Ruto is safe, it's time to get back to the main objective: stopping Zelda from hurting anyone else. Her Keep opens up after you free Ruto, which means it's time to get to the bottom of this mystery. In classic villain form, as soon as you enter her Keep, Zelda summons King Dodongo to the center of the map. You must deal with Dodongo before you can face Zelda, or you'll run the risk of letting it destroy the Allied Base, and your losing the fight.

Hard Gold Skulltula Opportunity Continued

Defeating King Dodongo without letting any of your allied commanders (namely Ruto, Darunia, and Sheik) fall below 50% health is one of the most challenging things you'll have to accomplish in Legend Mode. The second you step foot in Zelda's Keep, you must immediately switch to Sheik and defend Darunia from King Dodonngo. Use the Command screen to send Impa up north to join the fight, as well. This fight is brutal and, unfortunately, there isn't any *right* way to defeat Dodongo. After feeding him some bombs, use your Focus Spirit and Special Attacks to punish his Weak Point Mark and take him out fast.

If you're unable to accomplish this task, level Impa up, get her some newer, stronger weapons in Adventure Mode and then come back and try again.

If you manage to beat King Dodongo, the Gold Skulltula will appear at the top of the map, north of the Mine Keep. It's on top of the cliff you jumped from to ambush your enemies at the start of the Scenario.

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Hyrule Warriors Legends

Legend Mode

Boss Fight: King Dodongo Second Fight

Your second fight with King Dodongo is pretty much the same as the first, but this time the monstrous monitor is far less interested in opening its mouth for you. It's also a good bit stronger than the first fight, but all of its moves are the same.

BATTLE TACTICS

Switch to Impa to instantly battle King Dodongo, and use the Command screen to order Shiek to join you in the fight.

As a refresher, wait for King Dodongo to open its mouth to charge up a fireball attack, which often happens immediately after it breathes fire. King Dodongo's mouth is bright orange while charging, so make sure to dump a boatload of Bombs in there as soon as you see it open.

Once you've thrown some Bombs in, Dodongo will collapse and its Weak Point Mark will be revealed. Beat up on King Dodongo to deplete its Mark and perform a Weak Point Smash. Repeat the process until it's defeated.

NOW FINISH ZELDA

With King Dodongo out of the way, it's time to go deal with Zelda once more. Defeat her the same way you did Darunia: Blocking her attacks and waiting for her Weak Point Mark to appear. Her Mark takes considerably longer to deplete than Darunia's, so be prepared for this fight to test your patience.

Once you've defeated her, though, the battle will be over and you will have won the Scenario.

UNLOCKABLES

Sheik's Typhoon Harp: If you grabbed the Sealed Weapon from the Temple Face Keep on the Lake Hylia shoreline, it becomes Sheik's Typhoon Harp, the second version of her Harp. Not bad!

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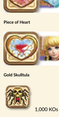
HYRULE WARRIORS LEGENDS

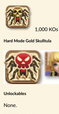
Legend Mode

Linkle's Tale: Powers Collide

Playable Characters



Heart Container



Piece of Heart

Gold Skulltula

Hard Mode Gold Skulltula

Make sure the Enemy Base opens before the Allied Base or Darunia are in danger.

Unlockables

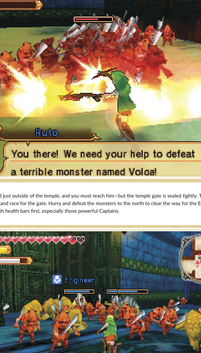
None.

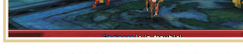
Victory Conditions

Defeat Volga.

Defeat Conditions

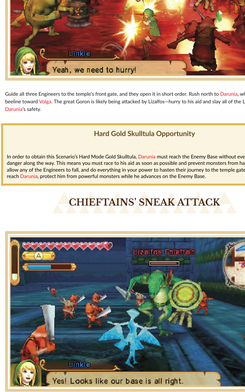
Darunia flees or the Allied Base falls.



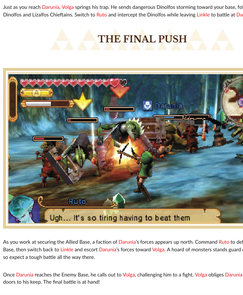


FRIENDS IN NEED

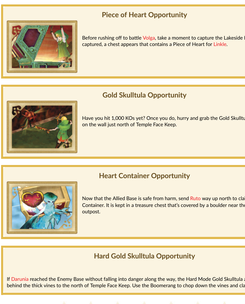
Oh, no! Monsters have invaded Lake Hylia again, and Ruto and Darunia need a hero's help!



Darunia is trapped just outside of the temple, and you must reach him—but the temple gate is sealed tightly. Three allied Engineers appear and race for the gate. Hurry and defeat the monsters to the north to clear the way for the Engineers. Cut down enemies with health bars first, especially those powerful Captains.



Whatever you do, don't let the Engineers fall in battle—the enemy forces will receive a big boost to their morale, placing Darunia in grave danger. If an Engineer becomes wounded and calls out for aid, immediately rush over and heal him by moving close to him. Switch to Ruto to reach any Engineers that are too far away from Linkle.

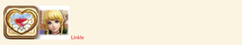


Guide all three Engineers to the temple's front gate, and they open it in short order. Rush north to Darunia, who is making a beeline toward Volga. The great Goron is likely being attacked by Lizalfos—hurry to his aid and slay all of the Lizalfos to ensure Darunia's safety.

Hard Gold Skulltula Opportunity

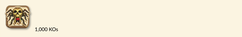
In order to obtain this Scenario's Hard Mode Gold Skulltula, Darunia must reach the Enemy Base without ever falling into danger along the way. This means you must race to his aid as soon as possible and prevent monsters from harming him. Don't allow any of the Engineers to fall, and do everything in your power to hasten their journey to the temple gate. Once you reach Darunia, protect him from powerful monsters while he advances on the Enemy Base.

CHIEFTAINS' SNEAK ATTACK



Just as you reach Darunia, Volga springs his trap. He sends dangerous Dinolfos storming toward your base, followed by mighty Dinolfos and Lizalfos Chieftains. Switch to Ruto and intercept the Dinolfos while leaving Linkle to battle at Darunia's side.

THE FINAL PUSH



As you work at securing the Allied Base, a faction of Darunia's forces appears up north. Command Ruto to defend the Allied Base, then switch back to Linkle and escort Darunia's forces toward Volga. A hoard of monsters stands guard over Volga's keep, so expect a tough battle all the way there.

Once Darunia reaches the Enemy Base, he calls out to Volga, challenging him to a fight. Volga obliges Darunia and opens the doors to his keep. The final battle is at hand!

Piece of Heart Opportunity

Before rushing off to battle Volga, take a moment to capture the Lakeside Keep. Once captured, a chest appears that contains a Piece of Heart for Linkle.

Gold Skulltula Opportunity

Have you hit 1,000 KOs yet? Once you do, hurry and grab the Gold Skulltula that appears on the wall just north of Temple Face Keep.

Heart Container Opportunity

Now that the Allied Base is safe from harm, send Ruto way up north to claim a Heart Container. It is kept in a treasure chest that's covered by a boulder near the northernmost outpost.

Hard Gold Skulltula Opportunity

If Darunia reached the Enemy Base without falling into danger along the way, the Hard Mode Gold Skulltula appears. Find it behind the thick vines to the north of Temple Face Keep. Use the Boomerang to chop down the vines and claim your prize.

DEFEAT VOLGA!

Volga awaits in his keep, eager to take you on. When you're ready to end the mission, enter the Enemy Base and challenge Volga. Battle the Dragon Knight as you've done before: Dodge his powerful attacks and then counter with a flurry after his Weak Point Mark appears. Keep it up until Volga is no more!

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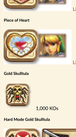
Hyrule Warriors Legends

Legend Mode

Land in the Sky: Skyloft

Playable Characters



Link

Heart Container

Link

Piece of Heart

Link

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Link's Hylian Sword—Use the Magic Circle while keeping F! at 50% or more health.

Unlockables

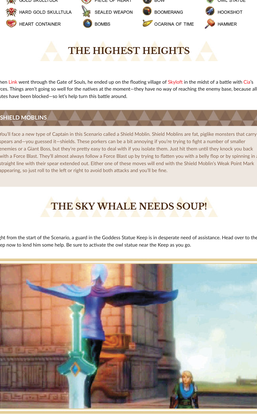
F!

Victory Conditions

Defeat Volga.

Defeat Conditions

If the Allied Base falls.



THE HIGHEST HEIGHTS

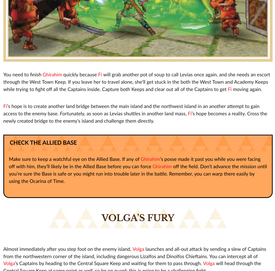
When Link went through the Gate of Souls, he ended up on the floating village of Skyloft in the midst of a battle with Cia's forces. Things aren't going so well for the natives at the moment—they have no way of reaching the enemy base, because all routes have been blocked—so let's help turn this battle around.

SHIELD MOBLINS

You'll face a new type of Captain in this Scenario called a Shield Moblin. Shield Moblins are fat, piglike monsters that carry spears and—you guessed it—shields. These porkers can be a bit annoying if you're trying to fight a number of smaller enemies or a Giant Boss, but they're pretty easy to deal with if you isolate them. Just hit them until they knock you back with a Force Blast. They'll almost always follow a Force Blast up by trying to flatten you with a belly flop or by spinning in a straight line with their spear extended out. Either one of these moves will end with the Shield Moblin's Weak Point Mark appearing, so just roll to the left or right to avoid both attacks and you'll be fine.

THE SKY WHALE NEEDS SOUP!

Right from the start of the Scenario, a guard in the Goddess Statue Keep is in desperate need of assistance. Head over to the Keep now to lend him some help. Be sure to activate the owl statue near the Keep as you go.



As soon as you reach the Goddess Statue you'll meet F! of *Skyward Sword* fame. F! has a plan to open a path to the enemy stronghold, but it requires the help of a large whale-like creature named Levias. The problem is Levias is too far away to call directly, so other methods must be used. Luckily, F! knows the perfect tool for attracting Levias: pumpkin soup. Even more lucky is the fact that there happens to be large quantity of pumpkin soup inside the Goddess Statue Keep.

F! is going need an escort to get the soup to a place where Levias can smell it, and that escort's gonna have to be you. Head out of the Keep and take a left. Defeat all of the Captains on the statue's west side to clear a path for F!. Once she reaches the southwestern side of the Goddess Statue, she'll use the soup to call Levias.

When Levias appears, he pushes a floating chunk of land in between the island you're on and the island in the northwest corner of the map. Unfortunately, this doesn't do much at the moment, as the gates leading into the Central Square Keep are closed. It looks like we'll have to find another way around.

GHIRAHIM'S ASSAULT

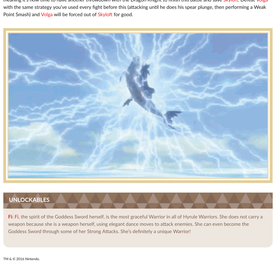
Before you can find another entrance, the Demon Lord Ghirahim, another native no-goodnik who joined forces with Cia, decides to strike back at the allied forces he's calling on the aid of Levias by razing directly to the Allied Base. He starts in the West Town Keep, so warp to the southern owl statue and catch him on his way to the Base.

Defeat Ghirahim by blocking and then counterattacking, same as you would with any other Warrior. His health isn't particularly high, but he can hit pretty hard, so watch your attacks to make sure you don't get wrapped up in one of his combos.

Heart Container Opportunity

On the western side of the southernmost bridge is a boulder that is concealing Link's Heart Container of Skyloft. Blow up the boulder and open the chest to claim your prize.

LEVIAS NEEDS SOUP BADLY!



You need to finish Ghirahim quickly because F! will grab another pot of soup to call Levias once again, and she needs an escort through the West Town Keep. If you leave her to travel alone, she'll get stuck in the both the West Town and Academy Keeps while trying to fight off all the Captains inside. Capture both Keeps and clear out all of the Captains to get F! moving again.

F!'s hope is to create another land bridge between the main island and the northwest island in an another attempt to gain access to the enemy base. Fortunately, as soon as Levias shuttles in another land mass, F!'s hope becomes a reality. Cross the newly created bridge to the enemy's island and challenge them directly.

CHECK THE ALLIED BASE

Make sure to keep a watchful eye on the Allied Base. If any of Ghirahim's posse made it past you while you were facing off with him, they'll likely be in the Allied Base before you can force Ghirahim off the field. Don't advance the mission until you're sure the Base is safe or you might run into trouble later in the battle. Remember, you can warp there easily by using the Ocarina of Time.

VOLGA'S FURY

Almost immediately after you stop foot on the enemy island, Volga launches and all-out attack by sending a slew of Captains from the northwestern corner of the island, including dangerous Lizalfos and Dinolfos Chieftains. You can intercept all of Volga's Captains by heading to the Central Square Keep and waiting for them to pass through. Volga will head through the Central Square Keep at some point as well, so be on guard: this is going to be a challenging fight.

After you take Volga's health down to about 25 percent, he'll get a massive power boost, meaning his attacks will do immense damage to anyone he hits. Facing off with him while he's in this state is very dangerous, so retreat from the fight for the time being. If you managed to capture the Central Square Keep while fighting off the enemy Captains, Volga will be distracted for quite some time while you and F! come up with a better strategy.

Gold Skulltula Opportunity

If you've reached 1,000 KOs by this point, head to the outer southeast corner of the Goddess Statue Keep and blow up the boulder nearby to find the disturbingly fabulous Gold Skulltula.

KEEP SABOTEURS!

Keep Saboteurs appear as you escort F! to her second destination. Warp to defend your Keeps from these monsters as necessary.

SMOTHERING VOLGA'S FLAME

Fighting Volga may be impractical at the moment, but F!'s got a plan to take him down a few notches: praying to the Great Fairy! Why don't they start battles with that strategy? It works every time!) Head to the Great Fairy's Fountain in the easternmost point of the map and activate the Magic Circle in the center of the Fountain.

Hard Gold Skulltula Opportunity

No matter how healthy F! might be at this point, she won't last long against Volga in his supercharged state. Race to the Fairy Fountain and activate the Magic Circle within before Volga reduces F!'s health below 50%. If you succeed, the Hard Gold Skulltula will appear in the pumpkin patch directly south of the Central Square Keep.

Piece of Heart Opportunity

Before you head to the Fairy Fountain, this is your best opportunity to get Link's Piece of Heart. Head north and capture the N. Rockface Keep to reveal a treasure chest containing the Piece of Heart.

The Great Fairy does what she does best: turning the battle in the allied forces' favor. Volga gets a much-needed downgrade, meaning it's now time to have another throwdown with the Dragon Knight to finish this battle and save Skyloft. Defeat Volga with the same strategy you've used every fight before this (attacking until he does his spear plunge, then performing a Weak Point Smash) and Volga will be forced out of Skyloft for good.

UNLOCKABLES

F!: F!, the spirit of the Goddess Sword herself, is the most graceful Warrior in all of Hyrule Warriors. She does not carry a weapon because she is a weapon herself, using elegant dance moves to attack enemies. She can even become the Goddess Sword through some of her Strong Attacks. She's definitely a unique Warrior!

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HYRULE WARRIORS LEGENDS

Legend Mode

Sealed Ambition: Sealed Grounds

Playable Characters

Link

Fi

Heart Container

Fi

Piece of Heart

Link

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Link's Magic Rod—Defeat all Turncoat Soldiers and The Imprisoned in 10 minutes or less.

Unlockables

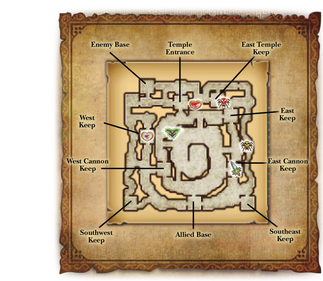
Link's White Sword
Zelda

Victory Conditions

Defeat Ghirahim.

Defeat Conditions

If the Allied Base falls.



PREVENT THE RISE OF DEMISE

Ghirahim takes the battle from Skyloft to the Sealed Grounds, a location known for being the prison of the source of all monsters himself, Demise. Ghirahim is attempting to bring back Demise to aid Cia in her conquest of all of Hyrule's past, present and future, so failure is not an option.

You have the choice of playing Fi in this fight, but if you choose her, there are a few tricks you need to know to use her properly. Fi has a meter directly under her Health Bar that shows how much Light Element she has stored up. To fill Fi's meter with Light Element, press the Combo Attack button to make Fi transform into the Goddess Sword and point into the sky. This makes all of Fi's attacks stronger until the meter depletes. You reveal the meter at anytime by pressing the Combo Attack button again.

Another thing you need to keep in mind while using Fi is that her Regular Attacks don't stagger enemies like most other Warriors' do. This means that you have to be extra aware of what your enemies are doing if you want to avoid taking damage in the middle of a combo. You can dash out of almost any attack you perform, so if it looks like an enemy is about to take a swing at you, dash away immediately. Opt for a stick-and-move approach, sliding in, attacking a few times and then dashing away; don't stay in one place for too long and you'll be fine.

DEFEAT THE GATEKEEPER

Reaching Ghirahim as quickly as possible is the order of the day, but the Demon Lord is as clever as he is vain. He's locked himself up in his temple nice and tight, so reaching him isn't going to be an easy task. Luckily your allies have discovered a Gatekeeper who can open the eastern gates to Ghirahim's stronghold – but don't do so until you've captured the four central Keeps, claimed a Piece of Heart for Link and a sealed weapon, and found the 1,000 KO Gold Skulltula. Be sure to activate the central owl statue, as well.

Piece of Heart Opportunity

While fighting to control the map, you can run up to the West Keep and capture it while playing as Link to find Link's Piece of Heart for this Scenario.

GETTING LINK'S WHITE SWORD

Capturing the East Cannon Keep lands you Link's White Sword inside of a Sealed Weapon. The White Sword is the second and more powerful version of the Hylian Sword.

Gold Skulltula Opportunity

If you take your time and conquer the map before challenging the Gatekeeper, then you can work at reaching the 1,000 KO mark and cause the Gold Skulltula to appear. The Gold Skulltula will enter the battlefield on the map's east side, between the East Cannon Keep and the East Keep. The Skulltula is behind a Wall of Vines, so you'll have to use your Boomerang to reach it.

BETRAYERS IN THE RANKS!

By the time you reach the Gatekeeper, Ghirahim plays his gambit. One of the Hylian Captains is actually under the Demon Lord's employ and it's causing a faction of allied troops to attack their own. You must root out this traitorous turncoat before he can cause any serious damage.

Unfortunately, there are no leads on the turncoat's current whereabouts, so deal with the Turncoat Soldiers marked on the minimap while your allies try to figure out exactly what's going on around here. As soon as you defeat two Turncoat Captains, several more Hylian Captains will switch sides and begin attacking their own, forcing a portion of your allies off the field.

DON'T RUSH!

This is one of the few spots to get Materials from Hylian Soldiers in Legend Mode, so make sure to take some time to knock out a few Turncoats to gather up as many Materials as you can.

This is getting out of hand! Now Ghirahim's called in more reinforcements to back him up in his stronghold. He's going all in on this battle. That means we must have him backed into a corner! If we can just deal with this onslaught of enemies, we'll be able to take him out for good!

After defeating a few more Turncoat Soldiers, your allies will provide you with the information we sorely need: The location of the Hylian Captain working for Ghirahim—sort of. They can narrow down his location to one of seven Keeps on the map. To pull him out of the shadows, you simply need to step foot in the Keep where he is hiding.

It's best to start with the three southern Keeps first; the Turncoat Leader has a habit of hiding out in one of those three Keeps more than all the others. Run through each Keep until he reveals himself, then give him the thumping he so deserves.

GHIRAHIM'S ACE

The Demon Lord's plan to turn your allies against you wasn't his only plan, nor was it his most deadly. He used the Turncoats to keep you and your allies distracted while he performed the summoning ritual to bring Demise in his imprisoned form to the battlefield. This is going to be a tough fight, so warp to the owl statue and read on!

Hard Gold Skulltula Opportunity

From the start of this Scenario, you have just 10 minutes to defeat all of the Turncoat Soldiers and The Imprisoned. Race to defeat the Gatekeeper immediately so that the Turncoat Soldiers appear early on, then hunt them down. Defeat the Turncoat Leader to make all of the Turncoat Soldiers flee, then defeat the Imprisoned as fast as you can. Do all of this in under 10 minutes to make the Hard Gold Skulltula appear inside the East Temple Keep. Capture the East Keep to gain access to the East Temple Keep if its doors are still sealed.

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Hyrule Warriors Legends

Legend Mode

Boss Fight: The Imprisoned

The Imprisoned is one of the deadliest Giant Bosses in the game despite its limited move set. The monumental beast starts in the center of the map and slowly makes its way up to the West Cannon Keep. It can destroy Keeps instantly if it is allowed to charge a devastating energy attack, so waste no time in reaching the Giant Boss immediately.

The way to bring The Imprisoned down is by, well, bringing The Imprisoned down, literally. You need to attack the jiggling toes on both of its feet until they pop. Once its out of toes, it'll fall over and his Weak Point Mark will appear. Sounds easy enough, right? But the challenge truly comes from destroying the toes without getting smashed by his feet.

Each time the feet hit the ground they create a shock wave that deals damage.

if you're caught in it. You must alternate between attacking the left foot and right foot, depending on which one The Imprisoned is about to step with—only strike the foot that is firmly planted on the ground and try to stay on its outside to avoid taking damage from the shock wave created by the other, stepping foot.

Once the Imprisoned falls and you deplete half of its Weak Point Mark, it begins slithering around the ground. Try to distance yourself from the beast to avoid taking damage while it slithers. It eventually stands up again and its toes regenerate, allowing you to begin the assault once more.

The Imprisoned eventually reaches the West Cannon Keep and begins hovering above it. Waste no time. Race into the Keep and capture it immediately if hasn't been captured already.

The Imprisoned begins charging an attack that, if unleashed, can capture the Keep for the opposing forces instantly. Against the western wall of the Keep is a catapult created by the devilishly handsome Groose called the Groosenator. You can use it to do massive damage to The Imprisoned and knock it out of the sky, but only if you've captured the Keep first.

After its been hit by the Groosenator, The Imprisoned hits the ground and its Weak Point Mark appears. The Weak Point Mark will stick around this time for much longer than it does if you knock it over by destroying its toes, so you have a real shot of performing a Weak Point Smash on The Imprisoned if you hurry to where it fell

Once you've lowered its Health Bar to half, The Imprisoned's steps become electrified and it begins doing large, dark electricity attacks. Every time The Imprisoned takes a step, it create an even more deadly shock wave. You must avoid its shock waves at all costs if you want to avoid a quick defeat. Continue alternating between the feet to attack the foot that is firmly planted on the ground, and dash away whenever you see its other foot about to hit the ground. It is more important now than ever to use Focus Spirit attacks and Special Attacks to knock The Imprisoned over quickly.

The Imprisoned's next destination is the East Cannon Keep. When it reaches the Keep, it hovers in the air once again. You need to capture the Keep if you want to use the Groosenator within, so hurry and get it!

The Imprisoned's last stop is at the Allied Base. Needless to say, letting it charge up and release its energy attack will cause a Scenario failure, so get into the Base and wait by the Groosenator. No matter how much damage you've done to the monster, the next hit with the Groosenator will be the last.

ONE LAST PUSH

That's it! Ghirahim's use of The Imprisoned was the last straw! It's time to take the fight to him directly. Lucky for us, the Demon Lord knows he's in trouble, so he sends out most of the Captains in his stronghold to attack the Allied Base directly, including dangerous Assault Troopers. Intercept them by focusing on the Captains that get closest to the Base, then mop them up quickly; Ghirahim needs to be paid a visit so we can get some well-deserved revenge.

After you've dealt with all of his attacking Captains, head north and enter Ghirahim's stronghold. Ghirahim is waiting inside the Enemy Base Keep, so let's get moving!

Heart Container Opportunity

In Ghirahim's northern base, you can find a boulder containing Fi's Heart Container directly to the right of the Temple Entrance Keep. Blow up the boulder with your Bombs to reveal your prize.

When you've reached Ghirahim, use the same strategy to defeat him as you did in Skyloft: Block his attacks and blitz him the second his Weak Point Mark appears. When you see an opportunity to dash out of the way of his attacks and get behind him, don't hesitate to take it. Most of Ghirahim's Strong Attacks are launched directly in front of him, so getting behind him will help you dodge his attacks and strike at him the second his Mark appears.

Defeating Ghirahim wins you the fight, so give him all you've got!

UNLOCKABLES

Link's White Sword: The second version of the Hylian Sword can be picked up inside the East Cannon Keep's treasure chest. If you grabbed it, then pat yourself on the back, because now you'll occasionally find the White Sword in Weapon Bags that you pick up from fallen enemy Warriors and Captains.

Princess Zelda: The one who has been missing for all this time has not only been found, but is now a permanent party of your Warrior pool. Graceful, wise, beautiful, and powerful, Princess Zelda may be royalty, but she also knows how to handle herself on the battlefield. Using her % (^ in Zelda Style) skill, you'll be able to power up any of her Combo Attacks by pressing % (^ in Zelda Style) several times at the end of the combo. She is an undeniably excellent Warrior to have on your side.

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Hyrule Warriors Legends

Legend Mode

Linkle's Tale: The Demon Lord's Plan

Playable Characters

Linkle

Heart Container

Fi

Piece of Heart

Linkle

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Defeat all Ceremonial Troops, Controller Troops, and The Imprisoned.

Unlockables

Linkle's Hylian Crossbows

Victory Conditions

Defeat Ghirahim.

Defeat Conditions

Gold Cucco flees or the Allied Base falls.

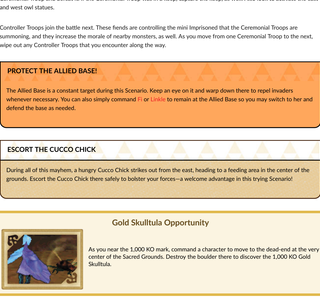
GOLD SKULLTULA · HEART CONTAINER · SEALED WEAPON · BOW · OCARINA OF TIME · HOOKSHOT
HARD GOLD SKULLTULA · PIECE OF HEART · BOMBS · BOOMERANG · OWL STATUE · HAMMER

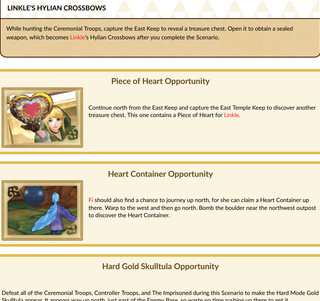
LIL' EVIL

Linkle's journey to Hyrule Castle has taken another turn for the worse. This time, the young heroine finds herself in the Sacred Grounds: a mysterious place filled with monsters summoned by the wicked Ghirahim! Fortunately, the noble Fi has traveled from Skyloft to investigate the disturbance. Linkle won't have to battle these fiends alone!

First thing's first: three mini versions of the giant boss, The Imprisoned, stalk the center of the Sealed Grounds. Rush to the nearest one and defeat it with Linkle's trusty twin crossbows. Beware of the shockwaves that The Imprisoned send out—roll to avoid damage and then counter when their Weak Point Mark appears!

As if three mini Imprisoned aren't enough, Shield Moblins soon begin to storm toward your base. A Gold Cucco is defending your base, but it won't last long against these big boys. Send either Fi or Linkle down to the Allied Base's defense while using the other character to continue to battle The Imprisoned. Be sure to activate the owl statue near the Allied Base, as well, so you can quickly return as needed.





STOP THE CEREMONY

Ghirahim's Ceremonial Troops are the ones responsible for summoning The Imprisoned. They also periodically summon other monsters. These guys clearly need to be taken out—but there are seven of them, so you must work fast. Race to the nearest Ceremonial Troop and defeat it. If the Ceremonial Troop was in a keep, capture the keep, as well. Also look to activate the east and west owl statues.

Controller Troops join the battle next. These fiends are controlling the mini Imprisoned that the Ceremonial Troops are summoning, and they increase the morale of nearby monsters, as well. As you move from one Ceremonial Troop to the next, wipe out any Controller Troops that you encounter along the way.

PROTECT THE ALLIED BASE!

The Allied Base is a constant target during this Scenario. Keep an eye on it and warp down there to repel invaders whenever necessary. You can also simply command Fi or Linkle to remain at the Allied Base so you may switch to her and defend the base as needed.

ESCORT THE CUCCO CHICK

During all of this mayhem, a hungry Cucco Chick strikes out from the east, heading to a feeding area in the center of the grounds. Escort the Cucco Chick there safely to bolster your forces—a welcome advantage in this trying Scenario!

Gold Skulltula Opportunity

As you near the 1,000 KO mark, command a character to move to the dead-end at the very center of the Sacred Grounds. Destroy the boulder there to discover the 1,000 KO Gold Skulltula.

LINKLE'S HYLIAN CROSSBOWS

While hunting the Ceremonial Troops, capture the East Keep to reveal a treasure chest. Open it to obtain a sealed weapon, which becomes Linkle's Hylian Crossbows after you complete the Scenario.

Piece of Heart Opportunity

Continue north from the East Keep and capture the East Temple Keep to discover another treasure chest. This one contains a Piece of Heart for Linkle.

Heart Container Opportunity

Fi should also find a chance to journey up north, for she can claim a Heart Container up there. Warp to the west and then go north. Bomb the boulder near the northwest outpost to discover the Heart Container.

Hard Gold Skulltula Opportunity

Defeat all of the Ceremonial Troops, Controller Troops, and The Imprisoned during this Scenario to make the Hard Mode Gold Skulltula appear. It appears way up north, just east of the Enemy Base, so waste no time rushing up there to get it.

GHIRAHIM ATTACKS

The Demon Lord is none too pleased at your meddling in his affairs. After you've slain all of his Ceremonial Troops, Ghirahim emerges from his keep and storms directly toward the Allied Base, intent on spelling your demise. Rush to intercept The Demon Lord, or simply wait for him at your base. Defeat Ghirahim to bring this Scenario to a close.

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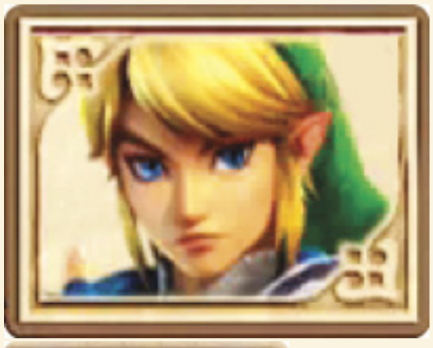
Hyrule Warriors Legends

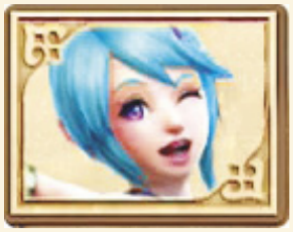
Legend Mode

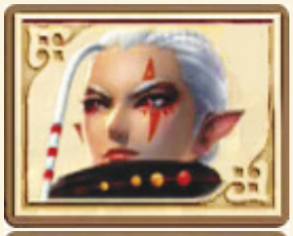
The Sacred Sword: Temple of the Sacred Sword

Playable Characters


Link

Zelda*


Lana*


Impa*

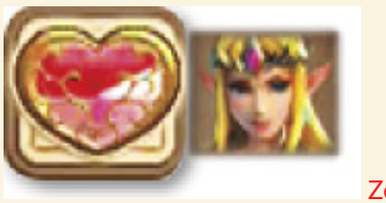
Darunia*

Fi*

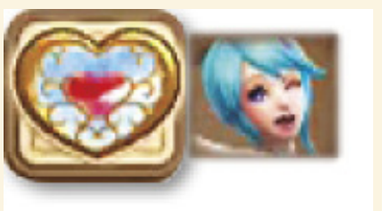
Midna*

**After completing the Scenario once.*

Heart Container

 Zelda

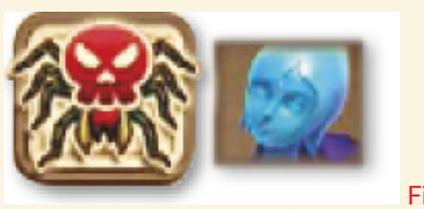
Piece of Heart

 Lana

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

 Fi—Defeat 2,000 enemies and repel Wizzro without any of the three warriors that wake the sealed statues being in danger.

Unlockables

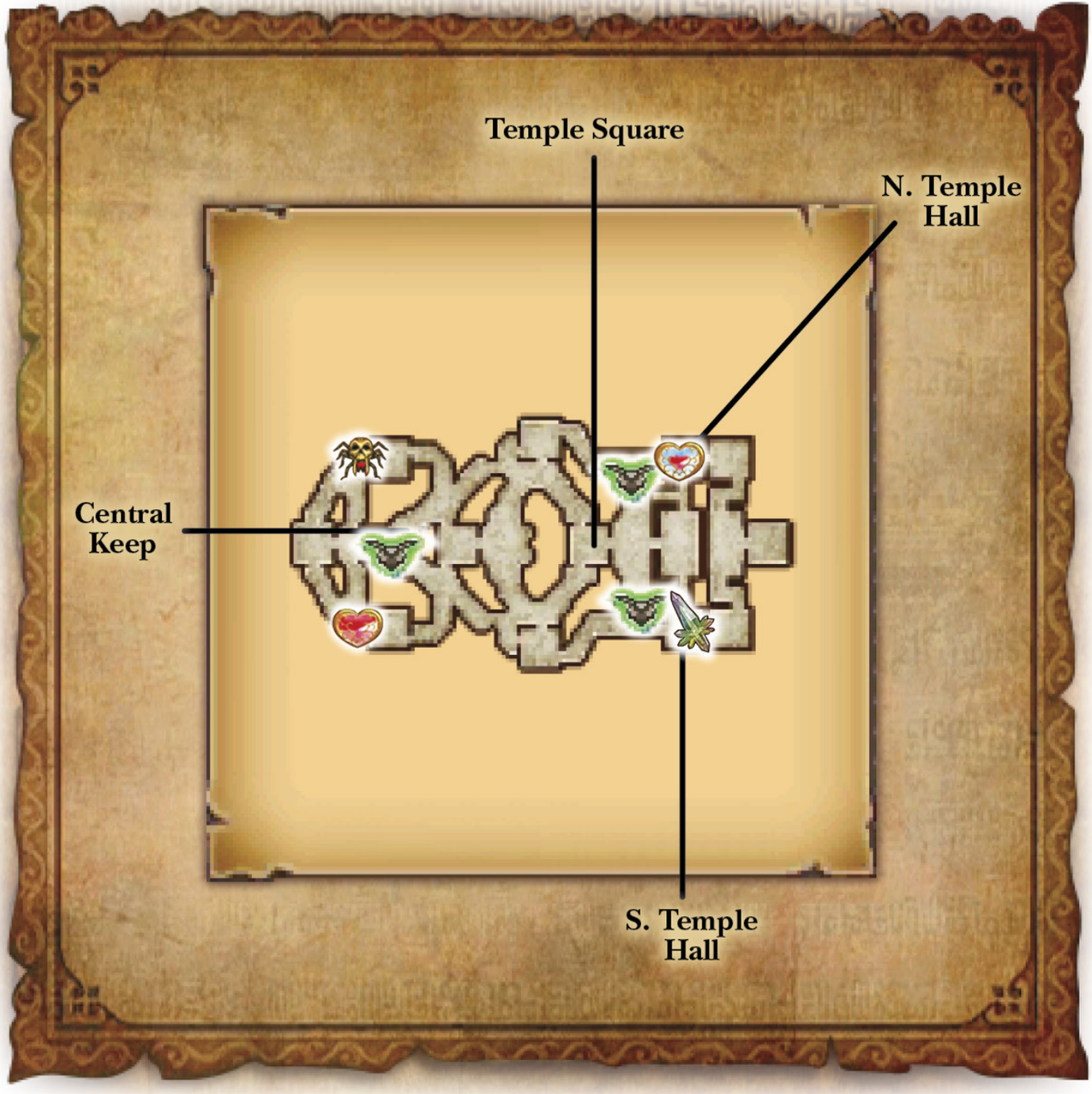
Zelda's Glittering Rapier

Victory Conditions

Acquire the Master Sword.

Defeat Conditions

If Zelda, Link, Impa, Darunia, or Midna Flees.



GOLD SKULLTULA
HARD GOLD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
OCARINA OF TIME
OWL STATUE
HOOKSHOT
HAMMER

THE SWORD OF LEGEND

Now that you and your allies have closed the Gates of Souls, Cia has increased the strength of her war machine and the frequency of her attacks on Hyrule. Zelda, revealing that she was Sheik all along, offers a solution that will defeat Cia for good: Obtaining the Master Sword. Without delay, the heroes head to the Temple of the Sacred Sword, the supposed resting place of the legendary sword, to see what they can find.

On your first playthrough of this Scenario, you're limited to playing Link. Once you complete it, however, you'll be able to go through with every other character listed above to get all of the unlockables.

Hard Gold Skulltula Opportunity

As Fi, defeat 2,000 enemies and locate all of the Sealed Statues without letting Impa, Midna, or Darunia lose enough health to fall into danger. You'll need to be the one to find them; if any of your teammates finds a sealed statue, the Skulltula won't show up. Once you've completed those two goals, defeat Wizzro in the chamber of the Master Sword to make the Skulltula appear in the Master Sword chamber near the entrance.

ACTIVATE THE THREE SEALED STATUES

When you first start the Scenario, the temple grounds are completely empty. Your goal is to activate three Sealed Statues located somewhere around the area, but where they are is a complete mystery at this point. Start by investigating the abandoned Keep on the far west side of the map; maybe we'll find something there that will shine some light on this mystery. Activate the owl statue you encounter along the way.

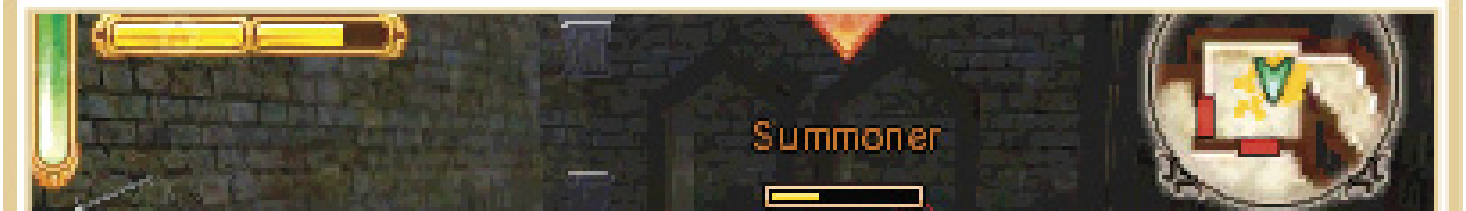
Inside the abandoned Keep is one of the three Sealed Statues! After discovering the statue, Impa makes her way toward it to activate it, while Midna and Darunia begin searching for the remaining two. While Impa is on her way, however, ghosts begin to appear all over the west side of the map! Defeat as many of the ghosts as you can while Impa activates the statue. The statue will gradually drain her health, so making sure she's not in danger from the ghost soldiers will help to keep you from failing the Scenario if things start to get out of control.

Heart Container Opportunity

This is an excellent time to find this Scenario's Heart Container, if you've already completed this Scenario at least once. As Zelda, head southwest through the southern abandoned Keep on the west side of the map. Just outside the Keep's west gate is a boulder concealing a treasure chest. Destroy the boulder with your Bombs and open the chest to grab the Heart Container. Just make sure not to enter the abandoned Keep on the western tip of the map, or you'll activate your next mission before you're ready.

THE SPECTRAL ARMY

Once you've insured Impa's safety, head to the east side of the map to reach the temple. When you arrive at the temple, it becomes clear that you have to find another way in; the gates are closed and there's no clear way of opening them. To make matters worse, more ghost warriors begin materializing onto the battlefield. Quickly activate the owl statues to the north and south.



Start tearing through the spectral hordes while making your way northwest to the abandoned Keep north of the center of the map. At the Keep, you'll find the second Sealed Statue and a ghost Summoner, who is aiding the ectoplasmic assault by summoning more ghost warriors. Defeat it to stop the flow of ghosts from this side of the map.

Midna starts on the south side of the battlefield. When she begins making her way up to your location. While she journeys to the Sealed Statue, another wave of ghost soldiers appears all around her. You need to go and defeat the Summoner in their ranks and thin their numbers as much as possible before Midna can continue on her path to the statue.

Once Midna reaches the abandoned Keep, she activates the second statue. Now there's just one left to find!

THE SOUTHERN STATUE

If one of the statues is in the northern abandoned Keep, then it certainly wouldn't hurt to check the southern one. If one of your allies hasn't searched the Keep already, enter it to discover the third and final Sealed Statue. Darunia begins making his way from the northern abandoned Keep toward the remaining statue. The Goron chief runs into the same trouble on his way to the Keep as Midna did, so go defeat the ghost forces surrounding him to get him moving again.

Defeat the Summoner and any enemies with Health Bars to get Darunia moving again. It is also advantageous to capture the Temple Square Keep while you're in the area.

Once Darunia activates the third statue, the waves of ghosts increase! No matter how many ghosts you defeat they never stop appearing! There must be a source of all of these spectral soldiers!

CUTTING THE PUPPET MASTER'S STRINGS

Zelda's convinced that someone in your ranks is controlling the ghosts, but who could it be?

Press o and take a look at Battlefield Info. Something seems wrong… Look through all of your allies. Wait a minute! There's an extra allied Warrior on the center of the field who's not listed in the Battlefield Info screen! Head to the center of the map immediately and confront this imposter!

It's Lana?! What's going on here? There are two Lanas on the field! Wait… We've seen this before! The enemy played this trick once already in the Water Temple with a fake Zelda. This has Wizzro's stink all over it! Defeat this false Lana to stem the flow of ghosts!

Don't bother with the standard block-and-counter method of attack that you've been using on most enemy Warriors. Lana's attacks will shove you away, putting you out of range when her Weak Point Mark appears. Go for a straightforward approach and attack with Regular Attacks relentlessly.

THE TEMPLE IS OPEN!

After you defeat the fake Lana, the ghosts regain control of their spiritual facilities and realize that Link is the true successor to the title of Hero and wielder of the Master Sword. Wanting to not cause any more difficulties for Link and his friends, they pack their unearthly belongings and leave the battlefield. Unfortunately, so do half of your allies: Darunia, Impa, and Midna also leave. The health-draining effects of activating the Sealed Statues has left them in a shambolic state, meaning they won't be much help to you and your other allies. It's okay, we can finish this fight with Zelda and Lana by our side.

With the ghosts gone, the Temple of the Sacred Sword opens. Make exploring its interior your main priority. Just make sure to keep an eye on Zelda now that your allies' numbers have thinned. If she's forced to flee, you'll fail the Scenario, and with fewer teammates on the field, this can happen quicker than you might think.

Gold Skulltula Opportunity

If you've reached the 1,000 KO mark, a Gold Skulltula enters the field and hides out underneath a boulder in the northwest corner of the map. The boulder in question is next to the northern abandoned Keep, to the right of the Keep on the map's far west side. Blow up the boulder to reveal the Skulltula, then smack it with your weapon to defeat it.

The Temple of the Sacred Sword is full of Wizzro's minions, who are bent on keeping you from reaching the Master Sword. Take either a left or right after entering the temple, capture the nearby Keep, then head up the stairs. At the top of the stairs is a large room containing two Gatekeepers. Defeat them and the chamber of the Master Sword is open to you.

Piece of Heart Opportunity

If you capture the N. Temple Hall Keep while playing as Lana, a treasure chest appears. It contains her Piece of Heart for this Scenario.

ZELDA'S GLITTERING RAPIER

If you capture the S. Temple Hall, you'll reveal a treasure chest that contains a Sealed Weapon. Complete the Scenario to find Zelda's Glittering Rapier, the second version of her Rapier weapon.

THE BLADE OF EVIL'S BANE

After you grab the Master Sword, Wizzro teleports into the room and assaults Link. With the Blade of Evil's Bane in hand, show Wizzro that you're not taking anymore of his shenanigans. Attack Wizzro until you get his health down to around half. He then flees the scene and reappears on the west side of the map, bringing with him a large pool of reinforcements.

Wizzro then sends his reinforcements directly after Princess Zelda. Zelda retreats into the Temple of the Sacred Sword with Lana, where she tries to make a stand against Wizzro's attack. Leave the temple and wait in the Temple Square Keep. All of Wizzro's Captains will make their way through here, so this is an excellent spot to intercept them as they try to attack Zelda.

After you defeat the first wave of Captains, Wizzro calls on another wave to attack Zelda one more time. Hold firm in the Temple Square Keep and intercept them as they move through it. When the Captains stop coming, warp to the west owl statue and confront Wizzro once more.

Once you defeat Wizzro, the victory is yours!

UNLOCKABLES

Princess Zelda's Glittering Rapier: Zelda gets an advantage over just about any other Warrior that you add to your party: she has access to her second-level Rapier right from the word "Go"! We hope you grabbed the Sealed Weapon during the Scenario to gain access to the Glittering Rapier now. If you did, Zelda will start out a bit stronger than she would have otherwise.

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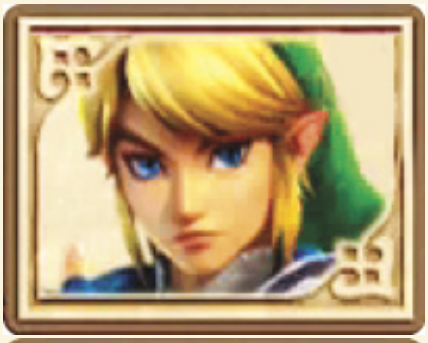
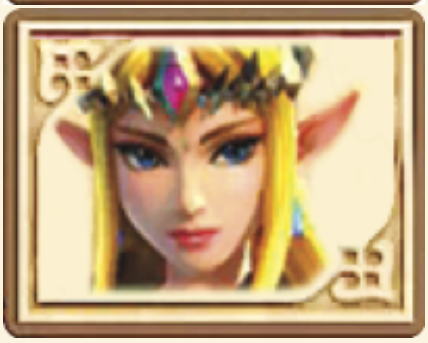
Hyrule Warriors Legends

Legend Mode

A War of Spirit: Temple of Souls

Playable Characters


Link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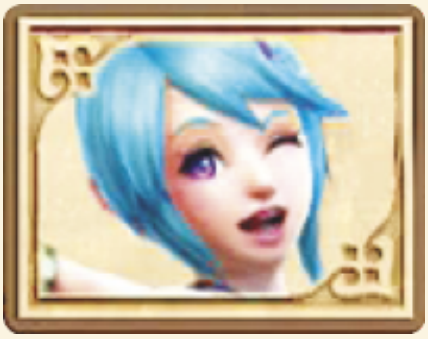
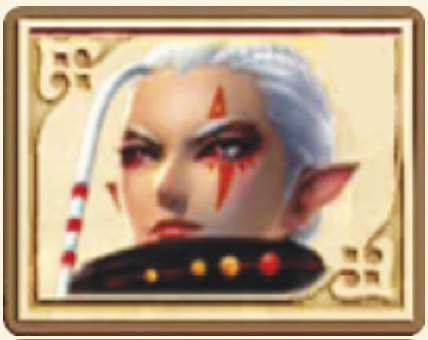

Lana*


Impa*

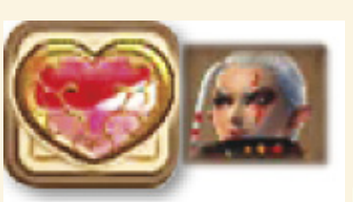
Darunia*

Fi*

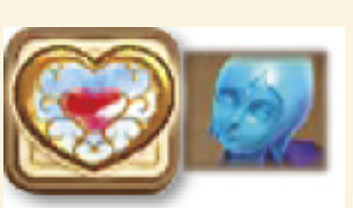
Sheik*

**After completing the Scenario once.*

Heart Container

 Impa

Piece of Heart

 Fi

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Zelda's Rapier—Make sure Impa, Lana, Midna, and Fi leave the battlefield after Dark Link vanishes.

Unlockables

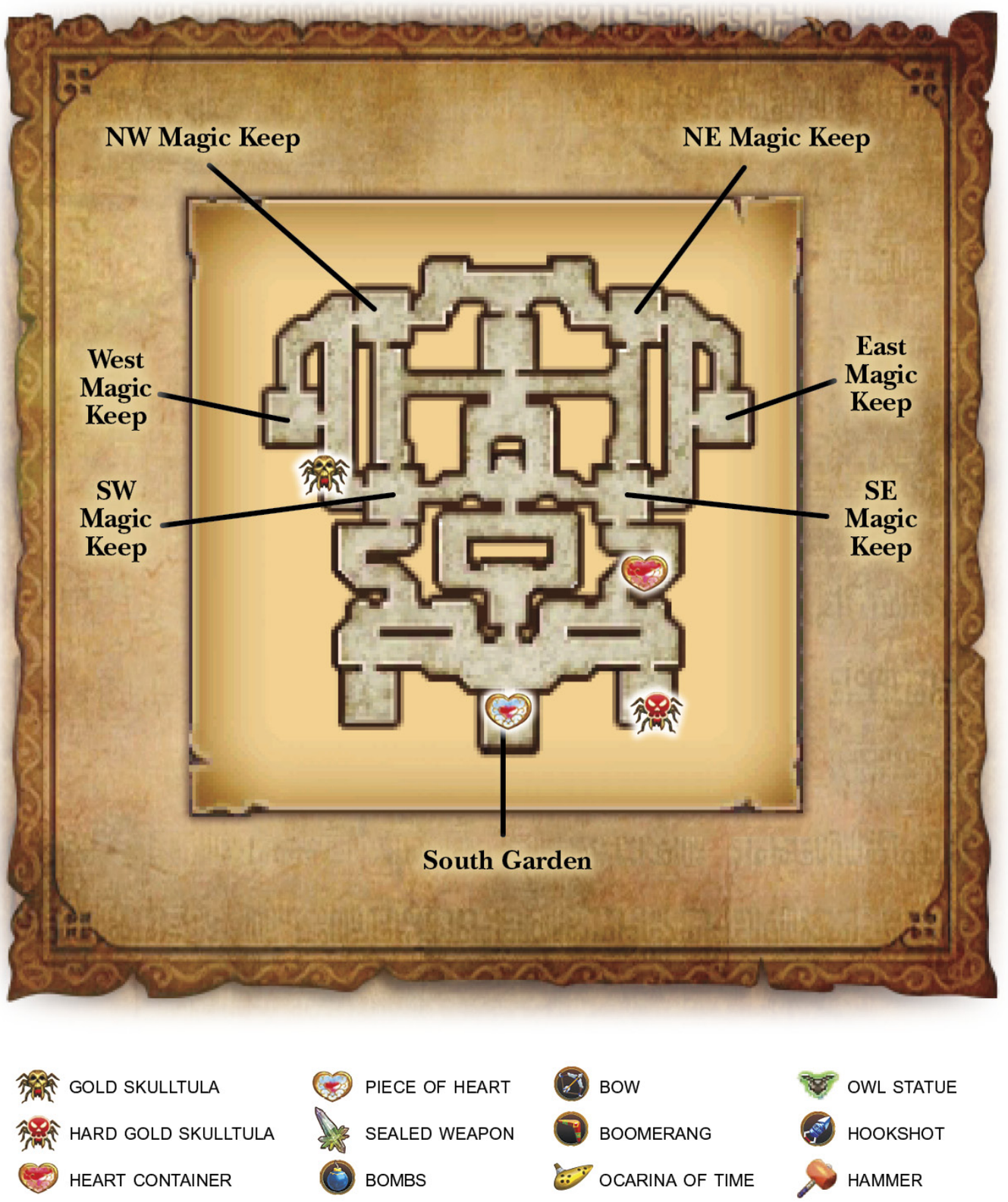
None.

Victory Conditions

Defeat Cia.

Defeat Conditions

If Zelda flees.



CIA ON THE MOVE

The heroes pursue Cia to the Temple of Souls, a warped nightmare that appears to be Cia's hideout. With the Master Sword in hand, Link's effectiveness on the battle is exponentially higher, but Cia still has a few more tricks up her sleeve to fell the newfound hero. This temple houses mysteries and danger for all but the strongest of Warriors. Be on your guard.

BREAK THE FLOW!

Your first task for this Scenario is to capture the pink Magic Keeps on the west and east sides of the map. These Keeps will be used to teleport ReDead Knights into the battle and will also boost their morale, meaning they will deal much more damage and will be harder to kill. Getting this mission done immediately should be your highest priority; these ReDeads can wreak all sorts of havoc on your forces if left unchecked.

As you defeat the ReDeads, more will pour out of any Magic Keeps still active, so make capturing each Keep your main priority, and then take out the ReDead Knights.

WHEN EAST MEETS WEST

Make your way across the top of the map to the east side of the battlefield, then capture the eastern Magic Keeps. After you capture the middle Keep, the flow of magic will stop, meaning the ReDead Knights will stop returning and the ones still on the field will lose their morale boost. Stopping the flow of magic through the Magic Keeps will also open the Sorceress' Room. Capture the SE Magic Keep before entering Cia's room to make sure you have extra control on the battlefield.

SECURING THE FIELD

This is a great time to clear out any remaining ReDead Knights and mop any clusters of enemy soldiers. The Scenario won't advance until you step into the Sorceress' Room, so you can take your time making sure your army is safe and fit to fight.

DARUNIA TO THE RESCUE!

Powerful enemies advance on Zelda as you work at capturing the Keeps. Command Darunia to defend Zelda, and switch to him whenever she calls out for aid.

Heart Container Opportunity

If you're playing as Impa, you can run south of the SE Magic Keep, at the end of the winding path to find a boulder. Under the boulder is a chest containing Impa's Piece of Heart for this Scenario.

Gold Skulltula Opportunity

Behind the cracked wall to the west of the SW Magic Keep is the 1,000 KO Skulltula. Just blow up the wall with your Bombs and it's yours for the taking.

MIRROR MATCH

As soon as you enter the Sorceress' Room, Cia approaches Link with a new sinister plan at play. Link's overconfidence in battle has led to a darkness growing in his heart and Cia plans to utilize that darkness for her own gains. She casts a spell on Link that drags his negative traits from his heart and turns them into a doppelganger. Quite literally, Link must face his inner darkness come to life in the form of Dark Link.

This fight can get pretty tough, so you need to be alert to avoid getting caught in Dark Link's combos. Everything Link can do Dark Link can do as well, so you know that this foe is dangerous. The best way to challenge Dark Link is by using the baiting strategy of guarding until his Weak Point Mark appears. It's going to take several Weak Point Smashes to bring Dark Link to his knees, so don't lose focus for even a second if you want to survive this encounter!

THE TRUE DARKNESS!

After defeating the first Dark Link, four more Dark Links appear around the battlefield. You must challenge and defeat at least two of them to complete this mission. Luckily, your teammates will do their part to weaken the Dark Links while you're facing off with one yourself.

GANONDORF ENTERS THE FRAY

Having loosened the restraints that have kept his spirit sealed away, the evil Ganondorf appears on the battlefield to face off with the heroes. Ganondorf will bring with him a small army to help his cause: The destruction of the heroes. Your allies feel that fighting with Ganondorf at this point in time is folly, and decide that regrouping in the Temple of Souls would be the best option.

WHERE THERE IS LIGHT...

Another Dark Link appears inside the Sorceress' Room and politely waits to be challenged. This is an excellent time to sweep the field of any remaining Dark Links and Ganondorf's forces, as they are undoubtedly causing all sorts of trouble on the battlefield right now. The Rally Captain that appears to the south is a prime target.

Piece of Heart Opportunity

If you're playing as Fi, you can run down to the South Garden Keep and capture it to reveal a treasure chest containing her Piece of Heart for this Scenario.

Once you feel that your allies are safe, head into the Sorceress' Room and fight the Dark Link. The second you step foot in the room, the doors behind you close. After you take down this Dark Link, three more appear in the room with Link. Fortunately, Link doesn't have to face these dark apparitions alone; during a cutscene, all of your allies enter the room to help quickly defeat the Dark Links. Link learns that true strength lies in the hearts of those who support him, instead in of the power of his weaponry. With this lesson learned, Link sees the Master Sword begin glowing and transform from the Base Master Sword to the actual Master Sword.

Now that the Dark Links have been defeated, the doors to the Sorceress' Room swing open, allowing you to walk free from your temporary prison.

WIELDING THE MASTER SWORD

The Master Sword functions just like Link's Hylian Swords, except with a few key differences. Aside from starting out with intense power, the Master Sword can shoot beams if you're at full health. If you've upgraded Link's Badges to extend his Regular Attack combo, he can shoot beams out of the Master Sword at the end with the last attack in the combo. If you use a Special Attack that launches Link into the air like his ^% ($^ in Zelda Style) or his ^^^% ($$$^ in Zelda Style), every attack you do in the air shoots beams at nearby enemies. His last major improvement with the Master Sword comes from his ^^% ($$^) combo. Instead of shooting a cyclonic blade beam, Link fires three large energy beams out of the Master Sword, making this combo absolutely wonderful for clearing out Keeps or large swaths of enemy soldiers.

One more thing about the Master Sword: There are two KO-Locked Weapon Skills on the Master Sword; one at 10K and one at 25K. You can't start getting completion toward the 10K until all of the level 1, 2, and 3 weapons are unlocked (i.e. Knight's Sword, White Sword, and Magical sword). You can start getting credit toward the 25K after obtaining all of the plus-grade weapons. The best place to do this is in the Adventure Mode. Look for the Scenarios that require you to defeat a fixed number of enemies in 10 minutes. These are incredibly straightforward and you can just repeat them over and over to get the sword's true power unlocked quickly.

THERE IS SHADOW

Cia becomes furious when her grand plans collapse. She strikes out against the heroes with reinforcements to her army before beating a hasty retreat. Your allies, still worried about the dangerous of the temple and Ganondorf's presence, feel that they should follow suit. Lana suggests that the team escape through the West Garden in the southwest corner of the map, but Ganondorf has other plans for the heroes. He moves to intercept them en route to the exit. At this point, if any of your allies are forced to flee you will fail the Scenario, so looking out for their safety is in your best interest. Don't worry about Ganondorf at the moment; Zelda hangs back and challenges the Gerudo warrior to keep him busy.

Once your allies have successfully escaped the area, go back to Zelda and assist her with the fight against Ganondorf.

Hard Gold Skulltula Opportunity

Defeat any Captains that are in the way of your teammates' exit path to speed up their retreat; Zelda should be fine by herself for a bit. If you see her health go below half, race to her aid.

Once your team leaves the map, the Skulltula appears in the East Garden Keep. You'll have to delay defeating Ganondorf until it appears, otherwise the Scenario will end and you'll walk out without your Skulltula.

Ganondorf can hit like a rampaging Manhandla, but his moves are actually quite easy to dodge. Stay a slight distance away from him at all times unless his Weak Point Mark has appeared; he has a few attacks that can hit everything around him in a radius. Bait him by holding your guard up, roll behind him to position yourself for attack, then strike as soon as you see his Mark. Hit him with a handful of Smashes and he's forced to retreat for the time being, winning you this Scenario in the process.

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Hyrule Warriors Legends

Legend Mode

Linkle's Tale: Her True Self

Playable Characters

Linkle

Heart Container

Twili Midna

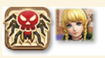
Piece of Heart

Linkle

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula



Make sure the Enemy Base opens before Zelda is in danger.

Unlockables

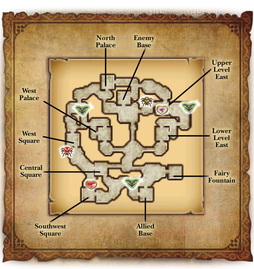
None.

Victory Conditions

Defeat Dark Twili Midna.

Defeat Conditions

Zelda flees or the Allied Base falls.



CASTLE CRASHERS

Princess Zelda is trapped inside the Palace of Twilight, and she needs your help! Linkle is up to the challenge, and she isn't alone: Twili Midna is also here to lend the princess a helping hand.

HURRY!

Speed is of the essence during this challenging Scenario. Princess Zelda's health is steadily drained by Dark Twili Midna, who has trapped Zelda inside the Enemy Base. Waste no time capturing keeps so you can race to Zelda's aid. Check the Battlefield Info screen regularly to keep tabs on Zelda's health.

Your first order of business is to capture the East Palace and West Palace Keeps. Twili Midna heads to the East Palace; split up and capture the West Palace with Linkle.

Hard Gold Skulltula Opportunity

To entice the Hard Mode Gold Skulltula to appear, you must gain the ability to enter the Enemy Base before Princess Zelda's health drops too low. Act fast in capturing keeps—each one you take will weaken Dark Zant, who stands guard over the palace. Defeat Dark Zant and then move Twili Midna close to the Enemy Base's south door to open it. The Gold Skulltula appears just south of the West Square Keep.

NORTHERN EXPOSURE

Capturing the East and West Palaces opens their northern doors, granting you access to the areas beyond. Head north from the West Palace with Linkle and activate the northwest owl statue. After that, head to the West Square and capture it, defeating the Fortifier Captain that's attempting to fortify the keep.

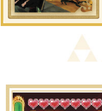
Another Fortifier Captain is heading for the North Palace. Command Linkle to head up there after capturing the West Square, then switch to Twili Midna and finish capturing the East Palace. Travel north from the East Palace afterward and defeat the nearby Rally Captain to prevent it from improving the enemy's morale. Activate the northeast owl statue afterward for good measure.

Linkle should be battling it out in the North Square by now. Command Twili Midna to capture the nearby Upper Level East keep, then switch to Linkle and capture the North Square, defeating the Fortifier Captain in the process. Warp to the northeast owl statue afterward and assist Twili Midna in capturing the Upper Level East Keep.

Piece of Heart Opportunity

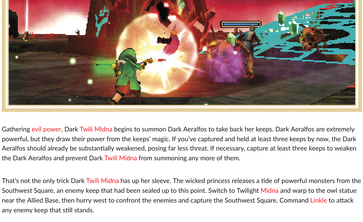
Capture the Upper Level East keep to reveal a treasure chest that contains a Piece of Heart for Linkle.

Gold Skulltula Opportunity



The 1,000 KO Gold Skulltula appears just west of the Upper Level East Keep. Capture the keep to open its doors, then go west and bomb a boulder to expose the Gold Skulltula. If you still have a few KOs to go, you can easily return here in the future by warping to the northeast owl statue.

DARK DECEPTION



Gathering evil power, Dark Twili Midna begins to summon Dark Aeralfos to take back her keeps. Dark Aeralfos are extremely powerful, but they draw their power from the keeps' magic. If you've captured and held at least three keeps by now, the Dark Aeralfos should already be substantially weakened, posing far less threat. If necessary, capture at least three keeps to weaken the Dark Aeralfos and prevent Dark Twili Midna from summoning any more of them.

That's not the only trick Dark Twili Midna has up her sleeve. The wicked princess releases a tide of powerful monsters from the Southwest Square, an enemy keep that had been sealed up to this point. Switch to Twilight Midna and warp to the owl statue near the Allied Base, then hurry west to confront the enemies and capture the Southwest Square. Command Linkle to attack any enemy keep that still stands.

Heart Container Opportunity

After capturing the Southwest Square, bomb the boulder that rests near its north wall to discover a treasure chest. Crack it open to claim a Heart Container for Twili Midna.

SENDING A MESSAGE

Around this point, a few Messengers emerge from the Allied Base, intent on calling for reinforcements. Warp both characters back to the southern owl statue and escort the Messengers to their destinations. One races off to the nearby Fairy Fountain to the east; the other heads west for the Central Square. Use the Command screen to conduct the escort mission successfully.

RESCUING ZELDA

Hurry and capture any remaining enemy keeps to dispel Dark Twili Midna's magic. With all keeps under your control, you're now ready to challenge the Enemy Base's gatekeeper: Dark Zant. Hurry to the Enemy Base, and make sure that Twili Midna joins you, using the Command screen if you like. Defeat Dark Zant as quickly as possible; Zelda can't last much longer!

Even after you defeat Dark Zant, the palace still won't open. Only Twili Midna has the power to open its doors! Move Twili Midna close to the palace's south gate, and it opens, at last letting you confront Dark Twili Midna in the Enemy Base.

There isn't a moment to lose! Race into the Enemy Base and rescue Zelda. Battle Dark Twili Midna, attacking her from all sides with fury. Don't relent until the dark princess is dethroned and Princess Zelda is saved!

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Hyrule Warriors Legends

Legend Mode

Shining Beacon: Valley of Seers

Playable Characters

Link

Zelda

Lana

Impa*

Darunia

Fi

Midna

Heart Container

Link

Piece of Heart

Midna

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Lana's Spear—Defeat Volga two or more times and open the Enemy Base while keeping all allies alive.

Unlockables

Ganondorf

Victory Conditions

Defeat Cia.

Defeat Conditions

If Zelda flees.

CIA'S FINAL STRIKE

With the Master Sword powered up and with Cia's defeat at the Temple of Souls, the heroes now stand a fighting chance against the evil sorceress. And Cia is aware of this—and afraid. She found a way to strengthen her soldiers at the cost of her own lifeforce, a reckless and desperate move. The heroes decide to bring the fight to Cia once more in an attempt to bring a conclusion to this war. The time to finish Cia is now!

Because of Cia's gambit, all of the missions start this Scenario with a morale boost. Be careful and don't let your guard down or you'll be knocked out before you know what hit you.

Hard Gold Skulltula Opportunity

To get this Gold Skulltula, you must defeat Volga two or more times while keeping every one of your allies alive. That may sound simple, but believe us when we say, it's not. You'll be switching characters and running around the battlefield like a crazy person just trying to keep your allies alive. Your allies will eventually scatter across the battlefield, so pay close attention their Health Bars on the Battlefield Info screen to avoid being caught off guard.

A RACE TO THE FINISH

Start this Scenario by immediately racing to the West Ruins and capture it. There is a lull between the start of the Scenario and when you're given your first mission; use that lull to gather as much of a foothold as possible. From the West Ruins, head north to the Western Keep and capture it as well, taking out any Captains you run into along the way.

CAPTURE THE SANCTUMS

By the time you reach the Western Keep you likely have your first mission: capturing the Sanctums. Cia's army is empowered by the use of Sanctums hidden inside certain Keeps. These Sanctums project evil energy, which is making the enemy army stronger. You need to find three different Sanctums and capture the Keeps they are hiding in to cut off the flow of evil energy.

You must also pay very close attention to Zelda during this fight. She's going to run off with Impa to a Sanctum on the east side of the battlefield. They can hold their own for a bit, but given the circumstances of the battle, they're very likely end up in danger before long. Command Darunia or Lana to defend Zelda, and you can switch to them to lend her aid at a moment's notice. Zelda is fine to deal with the lesser enemies, so don't bother with them.

Start your Sanctum hunt by capturing the West Sanctum first, but only after you've captured the Western Keep. Fi will begin to migrate up to it, which you'll want to keep in mind for future events. Once you've captured your first Sanctum, cut across the center of the map and take out any Captains you encounter. If all of your allies are in good health, move to capture the Eastern Keep. If they are not, race to their aid, but try to avoid capturing the East Sanctum. Defeat any Captains you see and heal your allies, but then make your way back to the Eastern Keep and capture it. This will help you maintain field control for the events ahead.

Probably, by the time you reach the center of the map, Cia will have ordered an enemy Captain to attack Zelda in the East Sanctum. The Captain has to move through the center of the battlefield, so you can intercept it if you're still in the area.

Cia then orders an attack on Fi in the West Sanctum. You'll have to race to the West Sanctum to assist Fi in defeating the Captains if you want to help her. Cia continues alternating between sending a Captain to attack Zelda and one to attack Fi until you have captured the remaining Sanctums, so waste no time in assisting your allies and capturing the Eastern Keep.

THE SOUTH SANCTUM

The two Sanctums have been captured, but Cia's evil energy is still pouring over the battlefield. That means there is still a Sanctum remaining. Lana races off to locate the secret Sanctum, but you don't have to wait until the finds it. The Sanctum is actually hidden in the abandoned Keep on the south end of the map. As soon as you step foot inside of the Keep, it fills with enemies and becomes the South Sanctum.

However, avoid capturing the South Sanctum Keep until you've conquered the rest of the map and located the 1,000 KO Gold Skulltula.

Gold Skulltula Opportunity

South and to the east of the East Sanctum Keep, you'll find the Gold Skulltula hiding under a boulder. Destroy the boulder, then destroy the Skulltula to get your puzzle piece.

HOOK, LINE, AND SINKER

In a blind rage, Cia uses more of her lifeforce to summon reinforcements to the battlefield. Zelda has a plan to deal with this latest wave of enemies, but it requires the help of the Great Fairy. Zelda asks for an escort to the Great Fairy Fountain, but if you were successful in capturing the Keeps we listed earlier, she'll have no problem getting to the Fairy Fountain on her own. Instead of escorting her, focus on clearing out the enemy Captains that just entered the field.

Zelda enters the Fairy Fountain, targets three enemy Captains on the field, and gives you explicit instructions to bring them to the center of the map, just above the Fairy Fountain. Head to each Captain marked on your map and approach them, but DO NOT ATTACK. A moment after you approach one, the Captain begins racing toward the center of the map—that's a good thing. Let it leave while you head off to another targeted Captain.

VOLGA STRIKES BACK

After you finish luring two of the targeted Captains to the center of the map, Volga enters the fray from inside the ruins. Volga has become empowered by dark magic the way as he was during your time in Skyloft. He is incredibly dangerous and you should avoid him at all costs. Once he and the two Captains have entered the center of the map, race into the Fairy Fountain and activate it to deal massive damage to Cia's forces and remove Volga's dark powers.

Hard Gold Skulltula Opportunity Continued

Don't activate the Fairy Fountain if you're looking to get the Hard Gold Skulltula for this stage. If you've protected your allies and kept them from fleeing, then you now only need to defeat Volga twice before the end of the battle to reveal the Gold Skulltula. Defeat him once before activating the Fairy Fountain and you'll seal the deal. Volga must be defeated a second time for the Scenario to progress, so you'll get both of your fights in with no problem.

Because he's powered up, the usual tactics won't work on Volga. You must focus on baiting the Dragon Knight and using stick-and-move tactics to beat him this time around. He doesn't get staggered by your attacks while he's powered up, so be very careful about how you attack him; he will very quickly punish you for your hubris. Once you've defeated him, wait for him to reenter the center of the map, then head into the Fairy Fountain and activate the Magic Circle.

Zelda tries to reason with Volga, believing that he is an honorable warrior and opponent. Volga hears what Zelda has to say and vows to change his ways, but demands one last fight with Link to see if he and the Hero truly match each other in power. Accept his challenge and battle with the Dragon Knight one last time to show him what a true hero is made of.

Hard Gold Skulltula Opportunity Continued

After you defeat Volga, the Skulltula appears just above the West Sanctum Keep. Find and claim your prize; you've certainly earned it.

CIA'S LAST RESORT

Out of options, Cia decides to challenge the heroes herself. The front gate of the ruins opens, giving you a direct path to her room at the top of the structure. Cia also summons clones of herself to guard the nearby Keeps. Defeat these clones on your way to Cia's stronghold.

Piece of Heart Opportunity

Capture the East Ruins Room Keep as Midna to reveal a chest containing a Piece of Heart. Open the chest and then it's yours for the taking.

Heart Container Opportunity

To the right of the entrance to Cia's room is a boulder concealing a treasure chest. If you open the treasure chest as Link, you'll find a Heart Container with his name on it.

Face each Cia with the usual method of bringing your guard up to bait her into attacking. Defeat all of the Cias to finish her off once and for all and bring this battle to a close.

Maybe now Hyrule can finally rest in piece.

UNLOCKABLES

Ganondorf: The king of evil is now at your disposal as a playable Warrior. His power is incredible; his fury is unstoppable; his malice is unquenchable. His time in Hyrule has only just begun. Let a new reign of darkness fall on the land once more!

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HYRULE WARRIORS LEGENDS

Legend Mode

Ganondorf's Return: Gerudo Desert

Playable Characters

Ganondorf

Heart Container

Ganondorf

Piece of Heart

Ganondorf

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Ganondorf—Bring all imprisoned monsters under your control and defeat two Giant Bosses before they join up.

Unlockables

None.

Victory Conditions

Defeat all enemies.

Defeat Conditions

None.

RISE AGAIN, KING OF EVIL

Peace in Hyrule: What a naive notion! With that meddling witch, Cia, out of the way, and the Master Sword no longer sealing the remaining fragment of his soul, the Dark Lord is free to rise again and take back what is his: the completed Triforce. Let all who stand in his path suffer demise and despair. Hyrule is his and his alone!

To win this Scenario, you must defeat anything and everything in your path. There is no Defeat Condition because the Prince of Darkness will not be stopped by anything in his quest for the Triforce. Follow the missions as they appear and you'll make short work of this Scenario.

Hard Gold Skulltula Opportunity

In order to coax the Hard Gold Skulltula for this Scenario out, you'll need to free all imprisoned monsters and defeat two Giant Bosses before they join up. The important thing is to free all three groups of imprisoned monsters before you enter the Sacred Grounds Keep in the northeast corner of the map. Around the time you enter that Keep, King Dodongo will make its appearance on the battlefield. Shortly after King Dodongo arrives, Gohma and Manhandla will join the fight. As you can see, things become pretty chaotic very quickly, that's why it's important to free the imprisoned monsters in advance.

CAPTURE THE CENTRAL KEEPS

You first task is to capture the Keeps within the southwestern settlement. The clever—and obviously desperate—citizens of the settlement close the east and north gates leading into the settlement in an attempt to keep you out. They then follow up by opening the S. Desert, South Oasis, and Central Keeps to unleash their inhabitants on you. Don't let them slow you down; the Gerudo Desert belongs to the Gerudo Prince of Thieves and no others!

USE YOUR ALLIES

You have control over Ghirahim and Zant during this mission. Use them to defend Keeps you've captured from powerful enemies that appear throughout the battle.

In order to access the settlement, you must capture three marked Keeps in the center of the desert. Take your time and work at conquering the map as you go about this task.

Gold Skulltula Opportunity

While capturing Keeps, work at increasing your KO count to 1,000 and making the Gold Skulltula appear. The Skulltula can be found in the corridor directly to the east of the Arbiter's Keep.

Heart Container Opportunity

You can also grab Ganondorf's Heart Container for this Scenario by destroying the boulder that is on the outer northwest corner of the North Oasis Keep.

CAPTURE THE SETTLEMENT

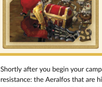
The settlement gates open up as soon as you've captured all three of the central Keeps. When that happens, instead of entering through the settlement's east gates, head north and free your subjects from the prisons so they can assist with the fight. Ganondorf is more than a match for anything on the battlefield, but having some extra help certainly isn't a bad thing. Simply defeat each Prison Guard to release your imprisoned subjects. There's a third prison to the southeast, as well.

After you've freed your loyal subjects, enter the settlement from its north entrance and capture both the S. and N. Settlement Keeps.

DEFEAT AERALFOS

When the Settlement Keeps are under your control, all but the Sacred Grounds Keep will open up to you. Run around the map capturing all of the Keeps to show your adversaries that there is no resisting the King of Evil.

Piece of Heart Opportunity



You'll find a chest containing a Piece of Heart after you capture the Clifftop Keep.

Shortly after you begin your campaign to capture all the Keeps, you're tasked with taking out the leaders of this little resistance: the Aeralfos that are hiding in the Sacred Grounds Keep in the northeast corner of the map. Capture the Arbiter's Keep to gain access to the Sacred Grounds.

Once you enter the Sacred Grounds Keep, the gates behind you slam shut and you're forced to defeat the Aeralfos' before you can open the gates again. To make matters worse, King Dodongo enters the battle around this time, which means you need to hurry if you want to prevent the killer king from taking Keeps you've already captured. Command Zant and Ghirahim to intercept King Dodongo while Ganondorf goes about his work

MONSTER MAYHEM!

Not too long after King Dodongo enters the battlefield, Gohma and Manhandla join the fight. You must defeat one of them before they rendezvous on the map, otherwise the Giant Bosses get a morale boost that makes them much more devastating than they already are. Turn the tables and gather your characters around each boss to gain helpful bonuses for yourself!

Manhandla enters the field and begins firing seed mortars wherever you are on the map. Focus on taking out Manhandla as soon as you can to prevent being pelted relentlessly by its seeds.

Once you've defeated the Aeralfos' and all three Giant Bosses, the battle is over and your enemies will never again forget the name of the Dark Lord, Ganondorf.

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Hyrule Warriors Legends

Legend Mode

March of the Demon King: Valley of Seers

Playable Characters

Ganondorf

Heart Container

Ganondorf

Piece of Heart

Ganondorf

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Ganondorf—Defeat all Impas.

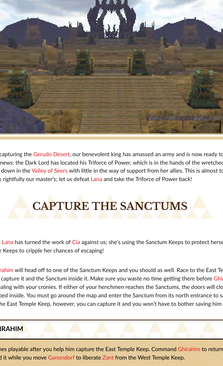
Unlockables
None.

Victory Conditions

Defeat all enemies.

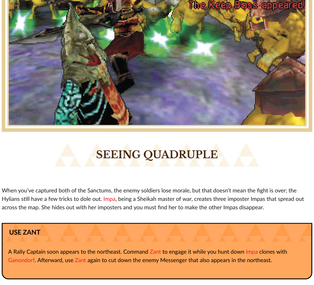
Defeat Conditions

If the Allied Base falls.



GOLD SKULLTULA · HEART CONTAINER · SEALED WEAPON · BOW · OCARINA OF TIME · HOOKSHOT
HARD GOLD SKULLTULA · PIECE OF HEART · BOMBS · BOOMERANG · OWL STATUE · HAMMER

THE TRIFORCE OF POWER



After successfully capturing the Gerudo Desert, our benevolent king has amassed an army and is now ready to take Hyrule by force! Even better news: the Dark Lord has located his Triforce of Power, which is in the hands of the wretched little sorceress Lana. She's pinned down in the Valley of Seers with little in the way of support from her allies. This is almost too easy! Let us lay claim to what is rightfully our master's; let us defeat Lana and take the Triforce of Power back!

CAPTURE THE SANCTUMS

It would seem that Lana has turned the work of Cia against us; she's using the Sanctum Keeps to protect herself from our attack. Capture the Keeps to cripple her chances of escaping!

Both Zant and Ghirahim will head off to one of the Sanctum Keeps and you should as well. Race to the East Temple Keep first and help Ghirahim capture it and the Sanctum inside it. Make sure you waste no time getting there before Ghirahim; Lana has a plan in mind for dealing with your cronies. If either of your henchmen reaches the Sanctums, the doors will close behind them and they'll be trapped inside. You must go around the map and enter the Sanctum from its north entrance to save them. If you beat Ghirahim to the East Temple Keep, however, you can capture it and you won't have to bother saving him later.

PLAY AS GHIRAHIM

Ghirahim becomes playable after you help him capture the East Temple Keep. Command Ghirahim to return to the Allied Base and defend it while you move Ganondorf to liberate Zant from the West Temple Keep.

Make your way through the ruins to reach him in the West Temple Keep; hurry to keep Zant from being forced off the battlefield. Once you've made it to Zant, defeat all of the enemies with Health Bars and capture the Keep to both save Zant and capture the Sanctum.

SEEING QUADRUPLE

When you've captured both of the Sanctums, the enemy soldiers lose morale, but that doesn't mean the fight is over; the Hylians still have a few tricks to dole out. Impa, being a Sheikah master of war, creates three imposter Impas that spread out across the map. She hides out with her imposters and you must find her to make the other Impas disappear.

USE ZANT

A Rally Captain soon appears to the northeast. Command Zant to engage it while you hunt down Impa clones with Ganondorf. Afterward, use Zant again to cut down the enemy Messenger that also appears in the northeast.

Hard Gold Skulltula Opportunity

This Skulltula is one of the most straightforward in the game. You need to defeat all of the imposter Impas before defeating the real Impa. If you defeat the real Impa, the imposters will disappear and you'll lose your shot at getting the Skulltula until you restart the Scenario. It's very easy to avoid doing that, if you know which Impa is which. The true Impa will appear near the West Ruins Keep after you defeat one of the fake Impas. She'll immediately make her way to the Allied Base, so keep an eye on her. Avoid defeating her and you can expect smooth sailing—for the most part.

After you defeat an Impa, another appears on the field to replace it. As you take out one Impa after another, the other Impas will progressively get stronger, making every fight with an imposter harder than the last. Baiting works extremely well on these Impas, so try to avoid challenging them with an all-out attack.

The last thing to watch out for is another Impa that heads toward the Allied Keep through its east entrance. The true Impa is easy to spot, as she is the only one carrying her Giant Blade, while all the fakes carry Naginatas.

When all of the Impas are defeated, the Skulltula shows up northeast of the Enemy Base Keep.

Gold Skulltula Opportunity

After you have 1,000 KOs, a Gold Skulltula appears in the northeast corner of the battlefield. Destroy the boulder in that corner to reveal the Skulltula. Defeat the Skulltula to claim your puzzle piece.

If you defeat the wrong Impa, another will appear to replace it and all of the imposters will become stronger as a result. Zant suggests that you pressure Lana by defeating some of her personal guard inside the ruins to get Impa to show herself, but you don't need to do that. It wouldn't hurt to defeat the Goron Captains that serve as Lana's guard, but the true Impa always starts just east of the West Ruins Keep. If you head directly to her, you can circumvent her entire plan.

RECLAIM THE TRIFORCE OF POWER

Once Impa has been forced off the battlefield, it's time to take the Triforce of Power by force. Head up to the Enemy Base Keep and face off with the sneaky sorceress.

Piece of Heart Opportunity

Capture the Western Room Keep on your way up to Lana to find a chest containing a Piece of Heart.

Defeat Lana using bait tactics. Once she's been beaten, she teleports over to the Fairy Fountain and uses her magic to split into three. The Lanas flee in opposite directions in an attempt to escape the battlefield. You must beat all three of them to keep them from escaping. Thankfully, your henchman are good for something more than just getting caught in obvious traps. Command Ghirahim and Zant to intercept two of the Lanas while you storm after the third. This keeps the Lanas from fleeing while they deal with your henchmen, giving you plenty of time to reach and defeat them.

Heart Container Opportunity

Now that the Fairy Fountain is open, go in and destroy the boulder covering the Magic Circle to reveal a chest containing Ganondorf's Heart Container. Don't linger, though: You don't want the Lanas to escape!

Use the batting strategy again to take out each Lana and win the battle. Lana tried to keep the Triforce of Power out of your hands, but now she understand the futility of her actions. Now, to get the two remaining pieces...

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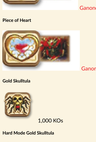
HYRULE WARRIORS LEGENDS

Legend Mode

Battle of the Triforce: Hyrule Field

Playable Characters



Ganondorf

Heart Container

Ganondorf

Piece of Heart

Ganondorf

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

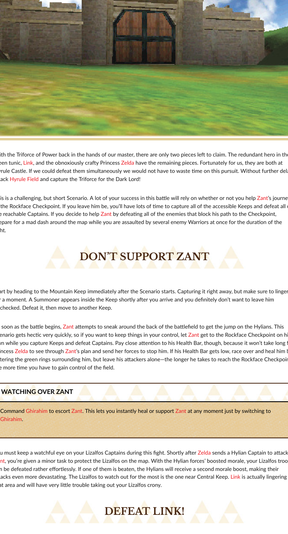
Ganondorf—Defeat Impa before she enters the Fairy Fountain and defeat Link and Zelda a combined total of four times.
Unlockables
None.

Victory Conditions

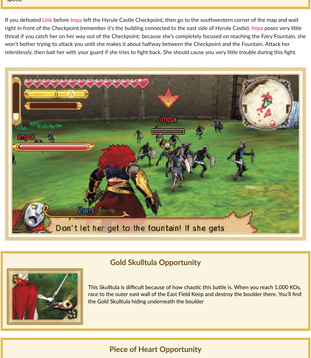
Defeat Link and Zelda.

Defeat Conditions

If the Allied Base falls.



TWO BIRDS WITH ONE STONE



With the Triforce of Power back in the hands of our master, there are only two pieces left to claim. The redundant hero in the green tunic, Link, and the obnoxiously crafty Princess Zelda have the remaining pieces. Fortunately for us, they are both at Hyrule Castle. If we could defeat them simultaneously we would not have to waste time on this pursuit. Without further delay, attack Hyrule Field and capture the Triforce for the Dark Lord!

This is a challenging, but short Scenario. A lot of your success in this battle will rely on whether or not you help Zant's journey to the Rockface Checkpoint. If you leave him be, you'll have lots of time to capture all of the accessible Keeps and defeat all of the reachable Captains. If you decide to help Zant by defeating all of the enemies that block his path to the Checkpoint, prepare for a mad dash around the map while you are assaulted by several enemy Warriors at once for the duration of the fight.

DON'T SUPPORT ZANT

Start by heading to the Mountain Keep immediately after the Scenario starts. Capturing it right away, but make sure to linger for a moment. A Summoner appears inside the Keep shortly after you arrive and you definitely don't want to leave him unchecked. Defeat it, then move to another Keep.

As soon as the battle begins, Zant attempts to sneak around the back of the battlefield to get the jump on the Hylians. This Scenario gets hectic very quickly, so if you want to keep things in your control, let Zant get to the Rockface Checkpoint on his own while you capture Keeps and defeat Captains. Pay close attention to his Health Bar, though, because it won't take long for Princess Zelda to see through Zant's plan and send her forces to stop him. If his Health Bar gets low, race over and heal him by entering the green rings surrounding him, but leave his attackers alone—the longer he takes to reach the Rockface Checkpoint, the more time you have to gain control of the field.

WATCHING OVER ZANT

Command Ghirahim to escort Zant. This lets you instantly heal or support Zant at any moment just by switching to Ghirahim.

You must keep a watchful eye on your Lizalfos Captains during this fight. Shortly after Zelda sends a Hylian Captain to attack Zant, you're given a minor task to protect the Lizalfos on the map. With the Hylian forces' boosted morale, your Lizalfos troops can be defeated rather effortlessly. If one of them is beaten, the Hylians will receive a second morale boost, making their attacks even more devastating. The Lizalfos to watch out for the most is the one near Central Keep. Link is actually lingering in that area and will have very little trouble taking out your Lizalfos crony.

DEFEAT LINK!

Eventually Link rushes straight toward the Allied Base to capture it. Race over to him to intervene, and be swift about it! As soon as Zant reaches the Rockface Checkpoint, the Hylians begin the next phase of their counter-offensive.

Bait Link with your guard and wait for his Weak Point Mark to appear. He's one of the best Warriors to use this tactic against because of his incredible speed and his ability to combo effortlessly. Hit him with a handful of Weak Point Smashes and watch Link fall faster than a Wallmaster from a temple ceiling.

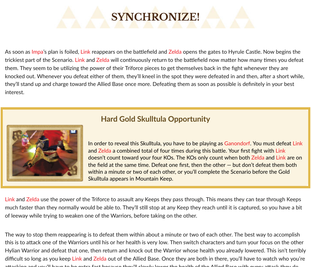
STOP IMPA!

When Zant reaches the Rockface Checkpoint, Impa races from the Hyrule Castle Checkpoint, the structure connected to the east side of the Hyrule Castle Keep, to the Fairy Fountain in the map's southeast corner. Her goal is to pray to the Great Fairy for help in this battle. If she can reach the Fairy Fountain, you'll have two minutes to defeat her before the Great Fairy destroys the Allied Base. Ghirahim moves in to intercept her, but the distraction only works for a couple of minutes before Impa realizes that fighting is getting her nowhere. From that point, she continues on her path to the Fairy Fountain.

Hard Gold Skulltula Opportunity

If you're after the Hard Gold Skulltula, you must defeat Impa before she reaches the Fairy Fountain. Intercept her with all speed!

If you defeated Link before Impa left the Hyrule Castle Checkpoint, then go to the southwestern corner of the map and wait right in front of the Checkpoint (remember it's the building connected to the east side of Hyrule Castle). Impa poses very little threat if you catch her on her way out of the Checkpoint because she's completely focused on reaching the Fairy Fountain, she won't bother trying to attack you until she makes it about halfway between the Checkpoint and the Fountain. Attack her relentlessly, then bait her with your guard if she tries to fight back. She should cause you very little trouble during this fight.



Gold Skulltula Opportunity

This Skulltula is difficult because of how chaotic this battle is. When you reach 1,000 KOs, race to the outer east wall of the East Field Keep and destroy the boulder there. You'll find the Gold Skulltula hiding underneath the boulder

Piece of Heart Opportunity

As soon as Impa is defeated and if Zant was successful in opening the Rockface Checkpoint, race through the Checkpoint as Ganondorf and then head south to the Abandoned Fort Keep. Capture the Keep to reveal a treasure chest containing the Piece of Heart.

Heart Container Opportunity

From the Abandoned Fort Keep, head south toward the bridge leading into Hyrule Castle. Stop short of the bridge and go west to find a boulder concealing the Heart Container.

DEFEND THE ALLIED BASE

Assault Troops soon strike out for the Allied Base, followed by Keep Saboteurs. Command Ghirahim to defend the Allied Base while you use Ganondorf to press the attack.

SYNCHRONIZE!

As soon as Impa's plan is foiled, Link reappears on the battlefield and Zelda opens the gates to Hyrule Castle. Now begins the trickiest part of the Scenario. Link and Zelda will continuously return to the battlefield now matter how many times you defeat them. They seem to be utilizing the power of their Triforce pieces to get themselves back in the fight whenever they are knocked out. Whenever you defeat either of them, they'll kneel in the spot they were defeated in and then, after a short while, they'll stand up and charge toward the Allied Base once more. Defeating them as soon as possible is definitely in your best interest.

Hard Gold Skulltula Opportunity

In order to reveal this Skulltula, you have to be playing as Ganondorf. You must defeat Link and Zelda a combined total of four times during this battle. Your first fight with Link doesn't count toward your four KOs. The KOs only count when both Zelda and Link are on the field at the same time. Defeat one first, then the other — but don't defeat them both within a minute or two of each other, or you'll complete the Scenario before the Gold Skulltula appears in Mountain Keep.

Link and Zelda use the power of the Triforce to assault any Keeps they pass through. This means they can tear through Keeps much faster than they normally would be able to. They'll still stop at any Keep they reach until it is captured, so you have a bit of leeway while trying to weaken one of the Warriors, before taking on the other.

The way to stop them reappearing is to defeat them within about a minute or two of each other. The best way to accomplish this is to attack one of the Warriors until his or her health is very low. Then switch characters and turn your focus on the other Hylian Warrior and defeat that one, then return and knock out the Warrior whose health you already lowered. This isn't terribly difficult so long as you keep Link and Zelda out of the Allied Base. Once they are both in there, you'll have to watch who you're attacking and you'll have to be extra fast because they'll slowly lower the health of the Allied Base with every attack they do inside it.

Once you defeat both Link and Zelda the mission is done.

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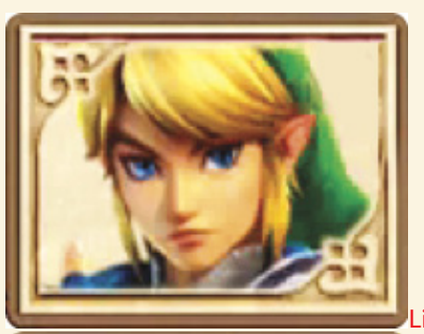
Hyrule Warriors Legends

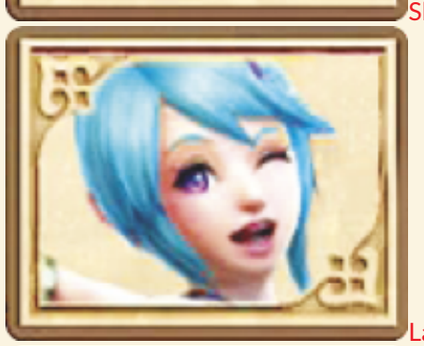
Legend Mode

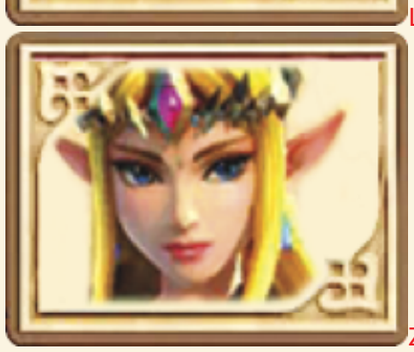
Enduring Resolve: Gerudo Desert

Playable Characters

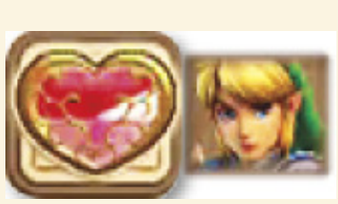

Link

Sheik

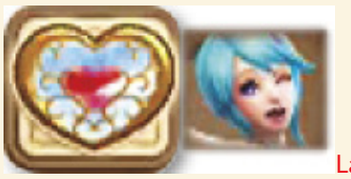

Lana


Zelda

Heart Container


Link

Piece of Heart


Lana

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Zelda's Rapier—Defeat all Keep Saboteurs, Rally Captains, and Skilled Summoners while keeping all playable warriors at 30% or more health.

Unlockables

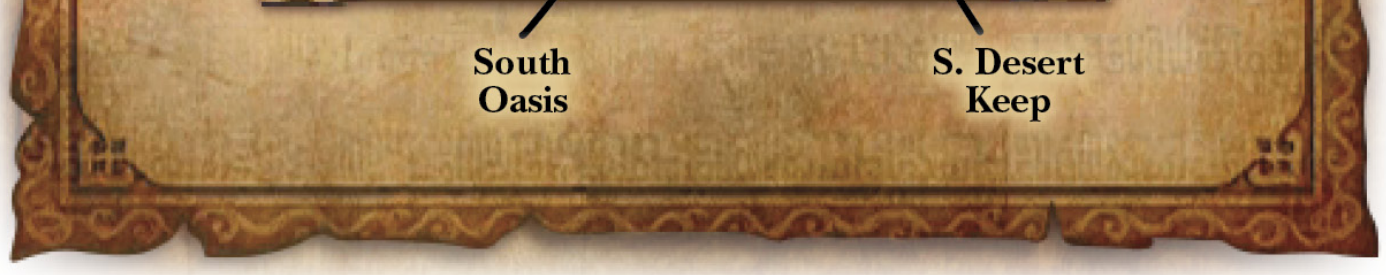
None.

Victory Conditions

Defeat Ghirahim and Zant.

Defeat Conditions

If Link, Zelda, or Lana flee, or the Allied Base falls.



GOLD SKULLTULA
HARD GOLD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
OCARINA OF TIME
OWL STATUE
HOOKSHOT
HAMMER

THE HYLIANS' RESPONSE

Ganondorf's campaign against Hyrule has been devastating, and now that he has the complete Triforce in hand, stopping him is going to require nothing short of a miracle. Fortunately for us, Ganondorf has left the battlefield to his hordes of monsters, so we might just have a shot at turning this battle around. If we can defeat Ghirahim and Zant in their base hidden in the Gerudo Desert, we may have a chance to reach Ganondorf. It's the only hope we've got.

DON'T DEFEAT GHIRAHIM

Your first mission is to defeat Ghirahim, who is in the South Oasis Keep. Don't engage Ghirahim just yet, however; you can clear the rest of the map and secure nearly every other Keep and outpost beforehand. Ignore Ghirahim until he's the only threat left, then turn your attention to battling him.

TAKE CARE OF YOUR ALLIES!

Pay close attention to the health of all your allies during this fight. The heat is brutal in the Gerudo Desert and it will slowly deplete their Health Bars. You lose the battle if any of your allies flee, so be vigilant!

Before going after Ghirahim, make sure to claim any enemy Keeps around the map that you have access to and defeat any Captains you find. You should make a point to capture the North Oasis Keep. As we mentioned before, the desert sun is brutal here and the Oasis Keeps actually provide relief from the heat after you capture them, meaning the allies' health will stop slowly dropping.

When you reach Ghirahim in the South Oasis Keep, use bait tactics to whittle his health down by 30 percent. Something seems off about the way Ghirahim looks; he seems a bit... faded. After you've taken 30% of his health, Ghirahim flees. Chase after him and finish him off to complete your objective.

Gold Skulltula Opportunity

Try to rack up 1,000 KOs before you confront Ghirahim. You'll have an easier time of grabbing the Gold Skulltula, which appears right in front of the S. Desert Keep's west entrance.

HOODWINKED!

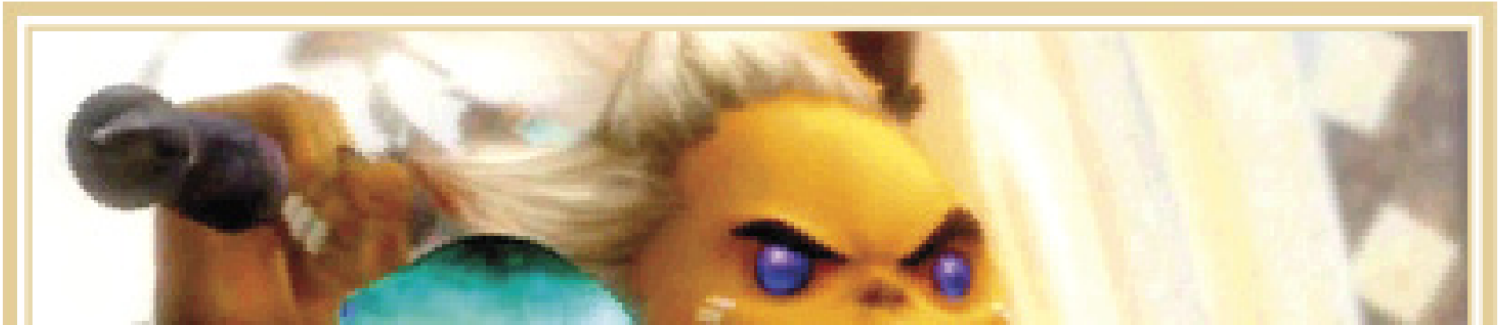
As soon as you defeat Ghirahim, Zant traps you in the northeastern corner of the map. To escape, you'll need to head to the Clifftop Keep and jump off the ledge just outside its west gate. The problem is, the west gate is closed until you capture the

Keep, and to make matters worse, one of your allies is surrounded by enemy Captains in the map's northwestern corner and their morale has dropped. Your ally could be forced off the field with relative ease. Quickly capture the Clifftop Keep and race to your ally's side to assist them in taking out this new wave of baddies.

Once you escape from Zant's poorly conceived trap, head toward your ally near the North Oasis Keep. Before you can get there, however, Zant closes the gates, blocking your passage into the northeastern part of the map. You must face off with the Usurper King to reopen the gates.

Baiting works really well against Zant, but a straightforward assault will also get the job done. Zant is pretty slow and can easily be challenged by attacking until he blocks, then backing off for a second until he drops his guard. This can be a tedious way to beat him if your chosen Warrior isn't particularly powerful, so if you are in that position, stick to Weak Point Smashes instead.

FRIENDS THOUGHT LOST



As soon as you reach your ally, some familiar faces show up to aid you: Princess Ruto, Darunia, Agitha, Midna and Fi all enter the battlefield after they hear Lana's prayers for help. It's time to turn this fight around! Defeat all of the enemy Captains in the area, which shouldn't be a problem with your full team reunited.

Captains appear all over the north and east sides of the map and they immediately hightail it to the Allied Base. Intercept them and defeat any other Captains that are on the field. Prioritize Keep Saboteurs, along with the Rally Captain and Skilled Summoner that later spawn. Switch characters as needed to repel the attack.

Hard Gold Skulltula Opportunity

This is your chance to sweep the map and defeat all Keep Saboteurs, Rally Captains, and Skilled Summoners. Just keep an eye on the bottom screen and make sure that none of your playable warriors' health bars drops below 30%. If a playable warrior is badly wounded, switch to that character and search for recovery hearts, or simply command them to retreat to a safe position, like the Allied Base. The Skulltula will appear in the alcove directly west of the Arbiter's Keep. Destroy the boulder inside the alcove to find the Skulltula.

Heart Container Opportunity

Now that all of the gates on the map are open, you can reach Link's Heart Container. While playing as Link, head through the S. Desert Keep and move north toward the Clifftop Keep. On your way up to the Clifftop Keep you'll find a boulder that is concealing a treasure chest. Destroy the boulder, open the chest, and you'll get the Heart Container for this Scenario.

OUR LAST CHANCE!

The real Ghirahim and Zant appear in the Sacred Grounds Keep in the northeast corner of the map. After you've cleared out all the Captains on the battlefield, head up to the villains and challenge them directly. Use the same tactics that you used on their doubles to defeat them. Try to focus on one at a time unless you are using a Special Attack, in which case, you're going to want to group them together to damage them both.

When you defeat the both Ghirahim and Zant, the battle is over. The Hylians have gained a foothold in the battle against Ganondorf. It's time to challenge the Dark Lord!

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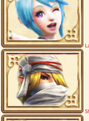
HYRULE WARRIORS LEGENDS

Legend Mode

Liberation of the Triforce: Ganon's Tower

Playable Characters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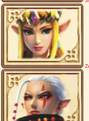
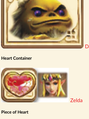
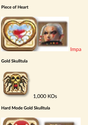

Lana

Sheik


Zelda


Impa

Midna

Darunia

Heart Container

Zelda

Piece of Heart

Impa

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Darunia—Defeat Ganondorf while keeping all allies at 30% or more health.

Unlockables

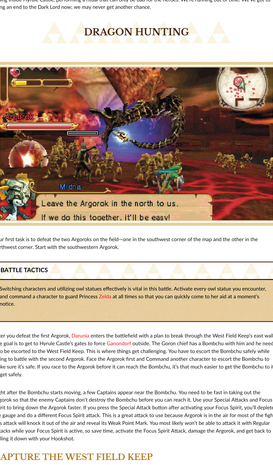
Cia

Victory Conditions

Defeat Ganondorf.

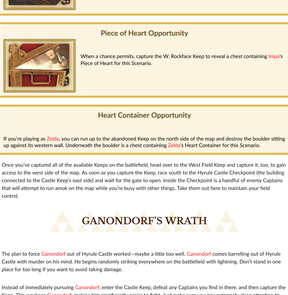
Defeat Conditions

If Zelda flees.



GOLD SKULLTULA
HARD GOLD SKULLTULA
HEART CONTAINER
PIECE OF HEART
SEALED WEAPON
BOMBS
BOW
BOOMERANG
OCARINA OF TIME
OWL STATUE
HOOKSHOT
HAMMER

A MIRACLE IN THE MAKING



The victory in Gerudo Desert has given you a single shot at taking out Ganondorf. He's taken Hyrule Castle and transformed it to better match his black heart. The Hyrule Field is a gnarled, hellish nightmare completely overrun by monsters. Ganondorf is hiding inside Hyrule Castle, performing a ritual that can only be bad for the heroes. We're running out of time! We've got to bring an end to the Dark Lord now; we may never get another chance.

DRAGON HUNTING

Your first task is to defeat the two Argoroks on the field—one in the southwest corner of the map and the other in the northeast corner. Start with the southwestern Argorok.

BATTLE TACTICS

Switching characters and utilizing owl statues effectively is vital in this battle. Activate every owl statue you encounter, and command a character to guard Princess Zelda at all times so that you can quickly come to her aid at a moment's notice.

After you defeat the first Argorok, Darunia enters the battlefield with a plan to break through the West Field Keep's east wall. The goal is to get to Hyrule Castle's gates to force Ganondorf outside. The Goron chief has a Bombchu with him and he needs it to be escorted to the West Field Keep. This is where things get challenging. You have to escort the Bombchu safely while trying to battle with the second Argorok. Face the Argorok first and Command another character to escort the Bombchu to make sure it's safe. If you race to the Argorok before it can reach the Bombchu, it's that much easier to get the Bombchu to its target safely.

Right after the Bombchu starts moving, a few Captains appear near the Bombchu. You need to be fast in taking out the Argorok so that the enemy Captains don't destroy the Bombchu before you can reach it. Use your Special Attacks and Focus Spirit to bring down the Argorok faster. If you press the Special Attack button after activating your Focus Spirit, you'll deplete the gauge and do a different Focus Spirit attack. This is a great attack to use because Argorok is in the air for most of the fight; this attack will knock it out of the air and reveal its Weak Point Mark. You most likely won't be able to attack it with Regular Attacks while your Focus Spirit is active, so save the extra, effective the Focus Spirit Attack, damage the Argorok, and get back to pulling it down with your Hookshot.

CAPTURE THE WEST FIELD KEEP

Once you've defeated the second Argorok, race to the Bombchu and defeat the enemy Captains surrounding it. The Bombchu will begin moving again when the area is clear. Escort it to the West Field Keep's east wall, where it detonates, destroying the wall and giving you access to the Keep. Before you head in to the Keep, sweep the battlefield and capture any enemy Keeps you have access to. Every bit of field control is going to help for the latter half of this fight. Just be quick about it: Two of your allies make their way into the West Field Keep as soon as the wall is broken. It won't take them long to capture it and when they do, the next part of the battle begins.

Gold Skulltula Opportunity

While capturing all of the available enemy Keeps, you'll very likely reach 1,000 KOs, which means a Gold Skulltula will appear on the map. The shiny arachnid is under a boulder in the Fairy Fountain Keep. Race there, destroy the boulder, and defeat the Skulltula to claim your puzzle piece.

Piece of Heart Opportunity

When a chance permits, capture the W. Rockface Keep to reveal a chest containing Impa's Piece of Heart for this Scenario.

Heart Container Opportunity

If you're playing as Zelda, you can run up to the abandoned Keep on the north side of the map and destroy the boulder sitting up against its western wall. Underneath the boulder is a chest containing Zelda's Heart Container for this Scenario.

Once you've captured all of the available Keeps on the battlefield, head over to the West Field Keep and capture it, too, to gain access to the west side of the map. As soon as you capture the Keep, race south to the Hyrule Castle Checkpoint (the building connected to the Castle Keep's east side) and wait for the gate to open. Inside the Checkpoint is a handful of enemy Captains that will attempt to run amok on the map while you're busy with other things. Take them out here to maintain your field control.

GANONDORF'S WRATH

The plan to force Ganondorf out of Hyrule Castle worked—maybe a little too well. Ganondorf comes barrelling out of Hyrule Castle with murder on his mind. He begins randomly striking everywhere on the battlefield with lightning. Don't stand in one place for too long if you want to avoid taking damage.

Instead of immediately pursuing Ganondorf, enter the Castle Keep, defeat any Captains you find in there, and then capture the Keep. This weakens Ganondorf, making him significantly easier to fight. Just make sure you pay extremely close attention to the health of your allies. Ganondorf is a very powerful adversary who can destroy your allies' Health Bars in no time flat. Race to their aid if they get down to a third of their Health Bar.

After the Castle Keep is captured, head north and face Ganondorf. Ganondorf will attempt to use his lightning attack to take the Castle Keep back remotely, and that means time is of the essence here. If he manages to get the Castle Keep back under his control, he'll regain his power.

Hard Gold Skulltula Opportunity

In order to reveal the Gold Skulltula for this Scenario, you need to be playing as Daruzia. The Skulltula will only come out if all of your allies have maintained 30% or more health throughout this Scenario and if you defeat Ganondorf before he can recapture the Castle Keep. Once he enters the field, he consistently shoots lightning bolts at the Castle Keep if you've captured it from him. You must hurry and defeat him as quickly as possible to keep him from taking the Castle Keep. Once Ganondorf's been defeated, the Gold Skulltula will appear on the south wall of the Castle Keep.

Bait Ganondorf by guarding, then dash behind him. Most of his attacks are aimed directly in front of him, but make sure not to get too close to him; he does have a few moves that land in a circle around him. After you land a few Weak Point Smashes, the King of Evil is no more.

Wait... Something's not right. He must have completed the ritual! The Triforce is reacting! Ganondorf has become the Dark Beast once again!

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Legend Mode

Boss Fight: Ganon

You may not know it yet, but you are actually well aware of how to beat Ganon. The King of Darkness will use a single move from every Giant Boss you've fought up to this point, except for The Imprisoned. Here's a breakdown of Ganon's attacks and what item to use when you see them:

ONE AND DONE

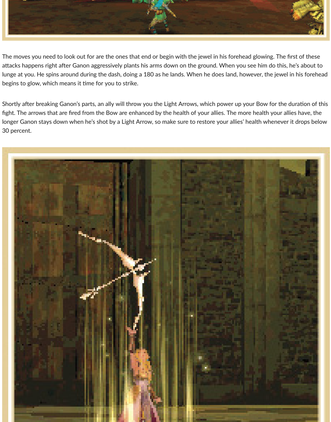
Once you've used an item on Ganon that he is vulnerable to, he won't be able to use that move again, except for his seed attack--you'll need to destroy both shoulder spikes to prevent Ganon from using the attack again. Keep this in mind, so that you can switch between your Sub-Weapons faster.

The horns on Ganon's shoulders will open up and begin shooting seeds, just like Manhandla. Use your Boomerang to hit the horns and break them. You'll need to break both horns to get Ganon to stop using this attack.

Ganon will also fly up into the air and begin breathing fire in your direction. He'll try to follow you with the flames from his mouth, but this attack can be easily avoided if you press and hold the Dodge button to make your Warrior run. Just run around Ganon in a circle to avoid the attack altogether. Once he's completed the attack, his tail will glow blue, just like Argorok's, which means it's time to use your Hookshot on him.

When Ganon lifts his left arm and fires a blue energy ball, that's your time to shoot him with the Bow.

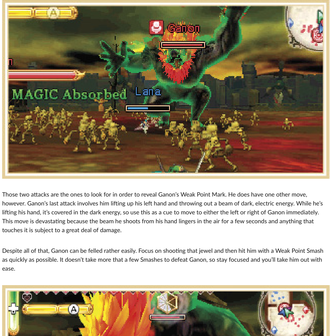
If Ganon holds out his right hand and begins charging a fireball, run toward him and throw Bombs at him to prevent him from unleashing this attack and to damage his hand so he can't use this attack anymore.



Once you've destroyed each of Ganon's four attacking parts, he changes up his attack pattern. He begins slowly stomping around the area, smashing anyone who dares get close to him. This is easy to avoid; just keep your distance and you'll stay completely unharmed. He also occasionally leaps into the air just like Gohma. Avoid standing anywhere near the white circle on the ground and you'll completely avoid this attack.

TEAM UP

Remember that you receive special bonuses when you gather your heroes near giant bosses. Command your allies to join you in your fight against Ganon!



The moves you need to look out for are the ones that end or begin with the jewel in his forehead glowing. The first of these attacks happens right after Ganon aggressively plants his arms down on the ground. When you see him do this, he's about to lunge at you. He spins around during the dash, doing a 180 as he lands. When he does land, however, the jewel in his forehead begins to glow, which means it time for you to strike.

Shortly after breaking Ganon's parts, an ally will throw you the Light Arrows, which power up your Bow for the duration of this fight. The arrows that are fired from the Bow are enhanced by the health of your allies. The more health your allies have, the longer Ganon stays down when he's shot by a Light Arrow, so make sure to restore your allies' health whenever it drops below 30 percent.

BEWARE OF SEALED TROOPS!

Sealed Troops periodically appear, preventing you from using your newfound Light Arrows against Ganon. Use the Command screen to send other characters after these pests, switching control when they get close and cutting down the Sealed Troops to empower the Light Arrows once more.

Ganon's second attack that makes his jewel glow happens after he aggressively grabs the ground as if he's trying to bury his hands. His jewel glows immediately before he launches the attack. If you fail to shoot it in time, he'll launch into the air, performing a sort of uppercut along the way.

Those two attacks are the ones to look for in order to reveal Ganon's Weak Point Mark. He does have one other move, however. Ganon's last attack involves him lifting up his left hand and throwing out a beam of dark, electric energy. While he's lifting his hand, it's covered in the dark energy, so use this as a cue to move to either the left or right of Ganon immediately. This move is devastating because the beam he shoots from his hand lingers in the air for a few seconds and anything that touches it is subject to a great deal of damage.

Despite all of that, Ganon can be felled rather easily. Focus on shooting that jewel and then hit him with a Weak Point Smash as quickly as possible. It doesn't take more that a few Smashes to defeat Ganon, so stay focused and you'll take him out with ease.

Once you've defeated Ganon, Hyrule is safe once again and you have completed Legend Mode. Congratulations!

UNLOCKABLES

Cia's Tale: You unlock the dark sorceress, Cia, as a playable character after beating this mission, along with the first of her special side missions. In addition, Linkle's fifth and final side mission also opens at this point. Read on for a walkthrough of Linkle's final level, or flip ahead a few pages to begin Cia's Tale.

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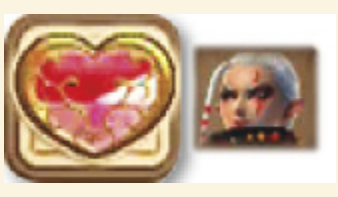
Legend Mode

Linkle's Tale: The Other Hero

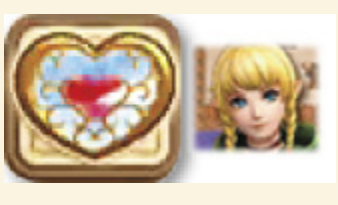
Playable Characters

Linkle

Heart Container

 Impa

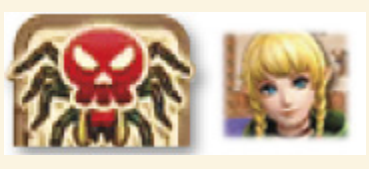
Piece of Heart

 Linkle

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

 Rescue all Hylian Captains.

Unlockables

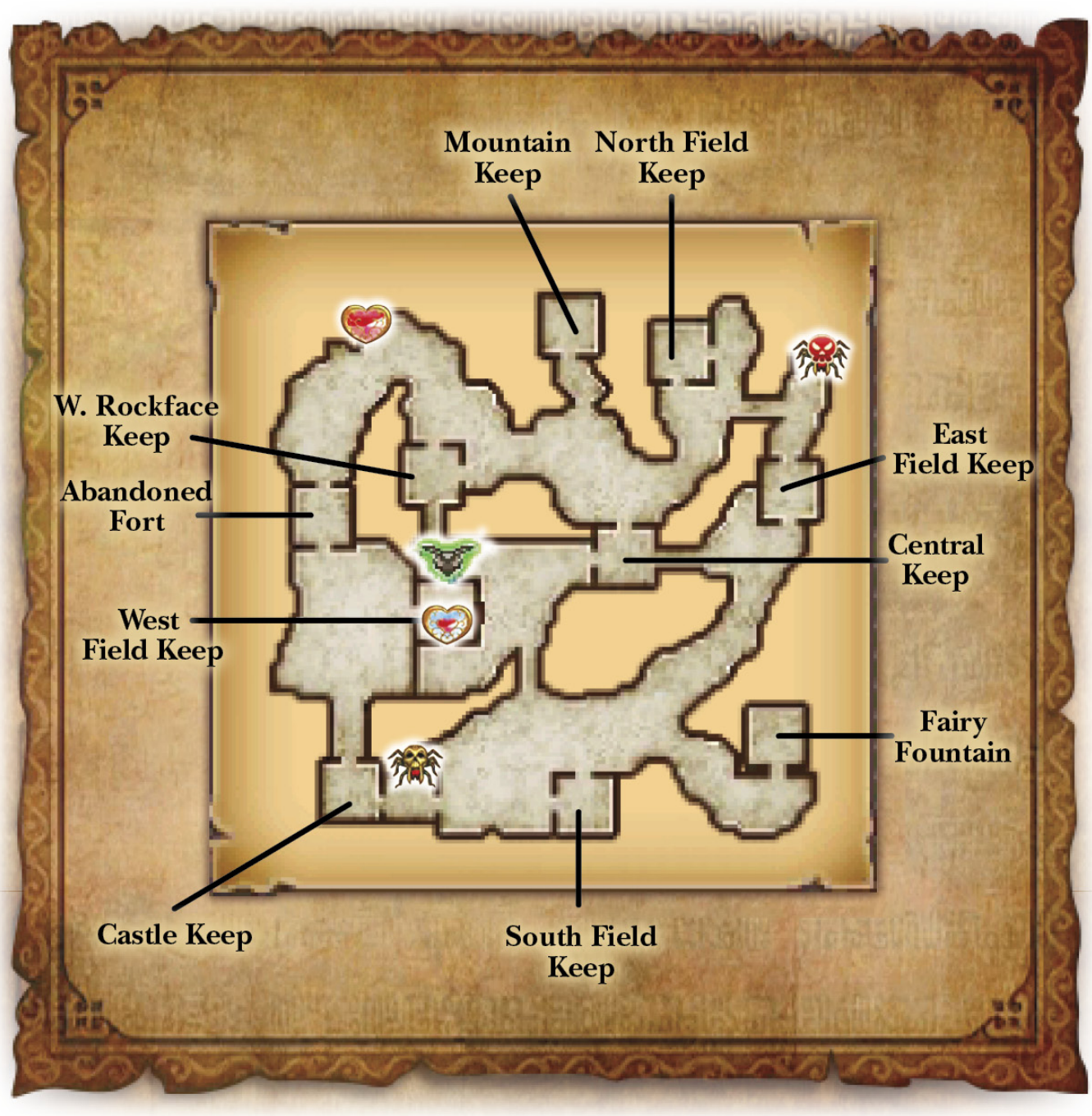
None.

Victory Conditions

Defeat all enemies.

Defeat Conditions

The Castle Keep falls.



A PEOPLE IN NEED

At last, Linkle has found her way to Hyrule Castle—and not a moment too soon. Broken from their recent battle against Ganon, the Hylian guard have little hope of repelling the tide of monsters that have suddenly begun to swarm Hyrule Field. Fortunately, Linkle is here to save the day!

Your first priority is to defeat five enemy Captains (Moblins) that are dueling with Hylian Captains around the field. Race to the nearest Moblin and defeat it, then head for the next. Defeat the Moblins on the east side of the field first, then loop around to the south and go after the one in the central field.

By the time you reach the central Moblin, several of Hyrule Field's Keeps will have fallen to the enemy forces. Things are looking grim, but you're soon granted control of Impa, who is fighting valiantly over to the west. Defeat the central Moblin with Linkle, then quickly switch to Impa and wipe out the final enemy Captain. Use the Command screen to order Linkle to Castle Keep while you mix it up with the final Moblin as Impa.

Hard Gold Skulltula Opportunity

You must rescue all five Hylian Captains from the attacking monsters in order to draw out this Scenario's Hard Gold Skulltula. Pay attention to the Hylian Captains' cries for help and race to their aid. If any Hylian Captains fall into danger, rush to heal them immediately by moving into the green circle that surrounds them. Rescue all five Hylian Captains to make the Hard Gold Skulltula materialize at the dead-end north of the East Field Keep.

DEFEND THE CASTLE!

By the time you mop up the Moblins, even more enemy Captains (Gibdos) will be storming toward Castle Keep. Defense is the name of the game from this point onward—you must not let Castle Keep fall! Rush to defeat the Gibdos as fast as you can, along with any other inbound enemy Captains.

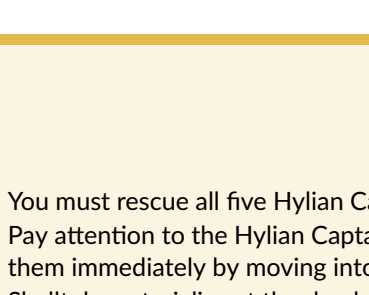
TAKE BACK YOUR LAND!

After clearing Castle Keep, look to reclaim other nearby Keeps with Linkle. Start with the West Field Keep, activating the nearby owl statue when a chance permits. Head for the Abandoned Fort next, and leave Impa to defend Castle Keep so you can switch to her and come to the castle's defense at a moment's notice.

Piece of Heart Opportunity

After capturing the West Field Keep, take a moment to crack open the treasure chest that appears with Linkle to discover a Piece of Heart.

Gold Skulltula Opportunity



Keep an eye on your KO count as you capture those Keeps. When you hit 1,000 KOs, a Gold Skulltula appears on the wall just east of Castle Keep. It's an easy grab for Impa or Linkle—whomever you've tsasked with defending the castle.

Heart Container Opportunity

By the time you've captured the Keeps near the castle, it's safe to allow Impa to advance. Send her north of the Abandoned Fort, and then bomb the boulder beyond to discover a treasure chest. Pop it open with Impa to claim a Heart Container.

STOP THOSE MONSTERS!

The North Field Keep and Mountain Keep must be captured in order to end the monsters' onslaught. Even capturing just one of these two Keeps is enough to slow their advance, so look to capture the Mountain Keep as soon as you feel it's safe to do so. Capture the North Field Keep afterward to complete your objective.

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HYRULE WARRIORS LEGENDS

Legend Mode

Boss Fight: Dark King Dodongo

After you've captured the North Field Keep and Mountain Keep, a dark, sinister version of King Dodongo appears. Hurry and bring down this inky beast before it smashes Hyrule Castle!

This dark version of King Dodongo is similar in every way to his normal form—only he's much scarier. King Dodongo appears just north of the Central Keep and immediately begins to attack it. After that, King Dodongo marches on the West Field Keep, followed by Castle Keep. You can't allow this nightmarish fiend to smash the castle!

As if King Dodongo weren't enough of a threat, powerful monsters (morale-boosted Gibdos and Moblins) also appear to the east and north, and begin marching on Hyrule Castle, as well. These monsters are a tremendous threat, so send Impa to intercept one group while using Linkle to confront the other. Allow King Dodongo to wreck the Central Keep for now.

A hoard of monsters also appears to the east. Wipe them out and then converge on King Dodongo, who is likely thrashing the West Field Keep by now. Linkle's compass suddenly shines with bright light, quelling King Dodongo's fury—at least, a little.

Now's your chance! King Dodongo is marching on Hyrule Castle, so race to its defense. Feed King Dodongo a healthy diet of bombs each time it opens its maw, then unleash your most powerful combos to batter the great beast's Weak Point gauge, inflicting maximum damage. Don't relent until King Dodongo is dethroned, and the land of Hyrule is saved! All in a day's work for the Legendary Hero.

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HYRULE WARRIORS LEGENDS

Legend Mode

Cia's Tale: The Dragon of the Caves

Playable Characters

Cia

Heart Container

Cia

Piece of Heart

Cia

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Destroy all Bombchus before they explode, and then defeat two King Dodongos.

Unlockables

None.

Victory Conditions

Acquire the ancient ring, and then defeat Volga.

Defeat Conditions

Don't let Wizzro flee or the Allied Base fall.

GOLD SKULLTULA · HEART CONTAINER · SEALED WEAPON · BOW · OCARINA · HOOKSHOT
HARD GOLD SKULLTULA · PIECE OF HEART · BOMBS · BOOMERANG · OWL STATUE · HAMMER

ANCIENT EVIL

After you've defeated Ganon and completed the "Liberation of the Triforce" Scenario, five special Scenarios become unlocked. Together, these five Scenarios reveal Cia's backstory, letting you experience the wicked Sorceress's rise to power. In this first Scenario, Cia seeks a worthy Warrior to command her vast armies of monsters. That warrior is none other than Volga, the Dragon Knight of the Eldin Caves.

Volga's servitude is your objective, but Cia senses another tantalizing power within the caves. It seems that the Gorons are hiding something very valuable close by. Capture the nearby Keeps to begin your search for an ancient ring, starting with the Stock Room and then moving north to capture the Tunnel Square.

Capturing the Tunnel Square opens the way to the Crystal Cave. Go east, activating the nearby owl statue as you continue your search for the ancient ring.

OWL TRAVEL

Activating owl statues is vital in this Scenario. You'll soon need to warp all around the map to accomplish objectives on multiple fronts.

Entering the Crystal Cave, Cia senses the ancient ring's presence. The sinful sorceress calls out to its power, summoning forth the wicked wizard, Wizzro. Thrilled to be freed of the Gorons' clutches, Wizzro agrees to fight alongside Cia, and the Crystal Cave becomes your Allied Base for the duration of this Scenario.

VOLGA'S DISPLAY OF POWER

Excellent! Now that you've recruited Wizzro to your cause, the gates to the west open, letting you delve deeper into the caves. Go west to find Volga standing tall, waiting for you. The Dragon Knight has no interest in leaguing with Cia and immediately attacks. His fury is intense, but fighting back is your only option.

When you reduce Volga to half his health, a host of enemy reinforcements appears all over the cave's west side. Things are about to get hectic, but concentrate on defeating Volga for now.

GORONS STRIKE BACK

Volga retreats after you whittle his health down to dangerous levels, leaving his minions to combat you. You're tasked with capturing his Keeps, but ignore them for the moment—you have greater concerns. The Gorons suddenly return, seizing the Central Keep and sending a trio of Bombchu to blow up your Keeps. Race to the west and activate the northwest owl statue, then immediately warp back to the northeast owl statue and intercept the first Bombchu, which is headed for the Stock Room.

Hard Gold Skulltula Opportunity

Defeating all three Bombchu is mandatory if you wish to reveal this Scenario's Hard Gold Skulltula. Prioritize destroying all three, for if even one Bombchu blasts a Keep, you forfeit your chances of exposing the Skulltula.

Gold Skulltula Opportunity

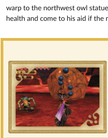
All this battling with the Gorons and Volga's forces has likely boosted your KO count to the 1,000 KO mark by now. Bomb the boulder near the Central Keep to expose your Gold Skulltula reward.

The second Bombchu begins way up north, and it's headed for the Tunnel Square. Warp back to the northeast owl statue and intercept the Bombchu, then go south and destroy the final Bombchu, which departs from the Central Keep and motors directly toward the Allied Base. Capture the Central Keep afterward to end the Gorons' meddling.

KEEP WIZZRO HEALTHY!

While you're busy battling Bombchu, Wizzro leads the charge on Volga's forces to the west. Keep tabs on Wizzro's health and listen for his calls for aid. If Wizzro falls into danger, immediately warp to the northwest owl statue and come to his rescue. You fail this Scenario if Wizzro is forced to flee.

Piece of Heart Opportunity

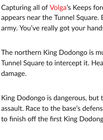


Capturing the Central Keep not only neutralizes the Gorons, it also makes a treasure chest materialize inside. Open it to obtain a Piece of Heart for Cia.

CHASING THE DRAGON

With the Bombchu threat diffused, it's time to track down Volga. Reclaim any Keeps that the Gorons might have taken, then warp to the northwest owl statue and go north to eliminate a pesky enemy Summoner. Remember to keep tabs on Wizzro's health and come to his aid if the need arises.

Heart Container Opportunity



When it comes to hunting Dragon Knights, you need all the help you can get. Bomb the boulder to the north of the northwest owl statue to expose a treasure chest that holds a Heart Container for Cia.

Capture the nearby North Square after dispatching the Summoner, then warp back to the northwest owl statue and secure the West Square, followed by the Stone Square. Go south and activate the caves' final owl statue before claiming Volga's final Keep, the South Square.

BETRAYED

Capturing all of Volga's Keeps forces the Dragon Knight's hand. Volga summons not one, but two King Dodongos, one of which appears near the Tunnel Square. Believing Cia to be outmatched, Wizzro suddenly turns on her, joining forces with Volga's army. You've really got your hands full now!

The northern King Dodongo is much too close to the Allied Base for comfort. Warp to the northeast owl statue and race to the Tunnel Square to intercept it. Heave bombs into the monster's mouth to reveal its Weak Point gauge, then pile on the damage.

King Dodongo is dangerous, but that sneaky Wizzro is an even greater threat. He slips into the Allied Base and begins an assault. Race to the base's defense, leaving King Dodongo if you haven't yet disposed of him. Defeat Wizzro quickly, then hurry to finish off the first King Dodongo.

One Dodongo down, one to go! The second is likely storming the South Square with Volga by now. Warp to the southern owl statue and defeat the second King Dodongo just as you did the first.

With both King Dodongos undone, taming the Dragon Knight is all that remains. Volga's morale is high, so he's even more dangerous this time around. Dodge his devastating attacks and counter the moment his Weak Point gauge appears. Bring Volga to his knees to subjugate a mighty ally.

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HYRULE WARRIORS LEGENDS

Legend Mode

Cia's Tale: The Invasion Begins

Playable Characters

Wizzro

Volga

Heart Container

Wizzro

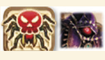
Piece of Heart

Volga

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula


Defeat Impa twice without ever letting the Allied Base fall into danger.

Unlockables

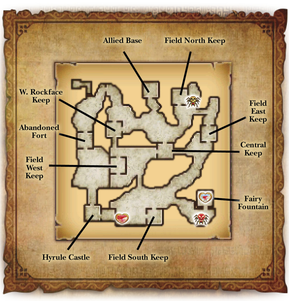
None.

Victory Conditions

Defeat all enemies.

Defeat Conditions

Cia flees or the Allied Base falls.



STORMING THE CASTLE

Having recruited Wizzro and Volga to command her vast armies, Cia begins an all-out assault on Hyrule Castle. Use Wizzro to capture the Rockface W. Keep and Volga to capture the Field East Keep, thereby opening their southern doors and gaining access to the southern lands.

GETTING THE HANG OF WIZZRO

Using Wizzro effectively can be a bit tricky at first. With a bit of practice, you'll find that his Combo Attacks are ideal for clearing out Keeps—particularly the one that has him spinning in a circle, blasting spheres of dark magic in all directions (Regular Attack ×3, then Combo Attack). His devastating Special Attack will also wipe out a Keep's defenders in short order. If you're having trouble with Wizzro, switch to Volga, whose sweeping blows are more familiar.

Capture the Rockface W. Keep and Field East Keep quickly for a chance at intercepting three Goron Captains that soon appear to the east and race toward Hyrule Castle. If any of the Goron Captains make it to the castle, the Hyruleans are alerted to your presence and muster additional forces. It's not terrible if the Goron Captains slip by, but try to stop them if you can.

The heroic sorceress Lana also takes to the field shortly after the Goron Captains appear. Rather than racing for Hyrule Castle, Lana goes on the offensive and storms northward to reclaim the Field East Keep. Come to the Keep's defense and defeat Lana after you've hunted down every last Goron Captain.

THEY HYRULEANS STRIKE BACK

Lana retreats after falling in battle, and Princess Zelda orders her troops to advance on the Allied Base. Command Wizzro to defend the Allied Base, using him to intercept the Hyrulean army as they draw near. At the same time, send Volga to capture the southeast Fairy Fountain, dispatching the Guard Troop stationed there.

Piece of Heart Opportunity

Volga can claim a Piece of Heart during this Scenario; it's hidden within the Fairy Fountain. Capture the Fairy Fountain to cause the Piece of Heart's treasure chest to appear.

Heart Container Opportunity

If you're quick, you can send Wizzro down south to bomb the boulder to the east of Hyrule Castle and discover a treasure chest with a Heart Container. Quickly collect this precious prize and then race back to the Allied Base to defend it from the advancing Hyruleans.

KEEP CIA HEALTHY!

Cia will move to intercept the Hyruleans in the northwest passage, but she won't last long against such an overwhelming force. Keep tabs on her health, listen for her calls for aid, and hurry to her rescue if she falls into danger.

PRESSING THE ATTACK

Use Volga to capture additional Keeps after you've secured the Fairy Fountain, starting with those closest to the Allied Base, including the Central Keep. Switch to Wizzro whenever you need to defend the Allied Base or assist Cia, but otherwise, use Volga to steadily secure one Keep after the next.

Beware that the great Warrior Impa will soon advance from Hyrule Castle, heading north to confront Cia on her way to the Allied base. In addition, dangerous Assault Troops also march forth from the castle, but some of them cut through the Field West Keep, taking a more direct route to your base. Drop everything and intercept Impa and the Assault Troops before they reach the Allied Base—you can't allow it to fall!

Gold Skulltula Opportunity

Have you hit 1,000 KOs yet? The moment that you do, send a character to bomb the boulder at the dead-end east of the Field North Keep. Beneath that boulder skulks the 1,000 KO Gold Skulltula!

DEFEAT PRINCESS ZELDA

Impa's defeat entices Princess Zelda to take action. Zelda marches onto the field and rallies her troops, bolstering their morale. Eager for revenge, the Hyrulean army advances on your base once more, but Zelda remains in the castle courtyard. Continue to leave one character to defend your base while sending the other to confront Princess Zelda. Defeat Zelda to secure your victory!

Hard Gold Skulltula Opportunity

Impa returns to the field once you draw close to Zelda. If you're after the Hard Gold Skulltula, you must defeat Impa for a second time before you defeat Zelda. After you've defeated Impa again—and assuming that the Allied Base has never fallen into danger—the Hard Gold Skulltula appears just south of the Fairy Fountain. Break off your attack for a moment and collect your reward.

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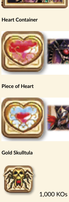
HYRULE WARRIORS LEGENDS

Legend Mode

Cia's Tale: The Usurper King

Playable Characters



Cia

Wizzro

Heart Container

Wizzro

Piece of Heart

Cia

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Defeat Argorok and Agitha while Volga remains alive.

Unlockables

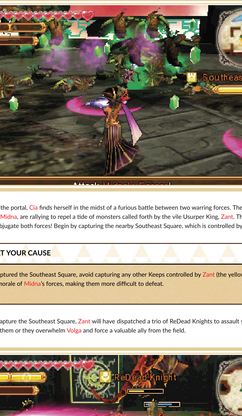
None.

Victory Conditions

Defeat Zant and Midna.

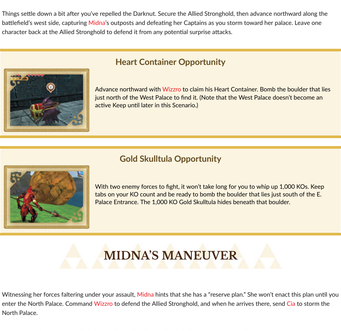
Defeat Conditions

The Allied Base falls.



BACK TO THE PAST

Having conquered the land of Hyrule, Cia has grown even more powerful. Enticed by Ganondorf's sinister whispers, the dark sorceress uses her newfound power to open portals to other eras of Hyrule's storied past. Sensing great power emanating from the Era of Twilight, Cia sets forth to investigate.



Stepping through the portal, Cia finds herself in the midst of a furious battle between two warring forces. The armies of the Twilight Princess, Midna, are rallying to repel a tide of monsters called forth by the vile Usurper King, Zant. This is the perfect opportunity to subjugate both forces! Begin by capturing the nearby Southeast Square, which is controlled by Zant's forces.

DON'T HURT YOUR CAUSE

After you've captured the Southeast Square, avoid capturing any other Keeps controlled by Zant (the yellow ones). Doing so boosts the morale of Midna's forces, making them more difficult to defeat.

By the time you capture the Southeast Square, Zant will have dispatched a trio of ReDead Knights to assault your ally, Volga. Race to intercept them or they overwhelm Volga and force a valuable ally from the field.

Shortly after Zant dispatches his ReDead Knights, Midna sends out four Darknut to storm your Allied Stronghold. Wizzro is defending the Allied Stronghold; switch to Wizzro and defeat the Darknut after you've dealt with the ReDead Knights.

TAKING THE TWILIGHT

Things settle down a bit after you've repelled the Darknut. Secure the Allied Stronghold, then advance northward along the battlefield's west side, capturing Midna's outposts and defeating her Captains as you storm toward her palace. Leave one character back at the Allied Stronghold to defend it from any potential surprise attacks.

Heart Container Opportunity

Advance northward with Wizzro to claim his Heart Container. Bomb the boulder that lies just north of the West Palace to find it. (Note that the West Palace doesn't become an active Keep until later in this Scenario.)

Gold Skulltula Opportunity

With two enemy forces to fight, it won't take long for you to whip up 1,000 KOs. Keep tabs on your KO count and be ready to bomb the boulder that lies just south of the E. Palace Entrance. The 1,000 KO Gold Skulltula hides beneath that boulder.

MIDNA'S MANEUVER

Witnessing her forces faltering under your assault, Midna hints that she has a "reserve plan." She won't enact this plan until you enter the North Palace. Command Wizzro to defend the Allied Stronghold, and when he arrives there, send Cia to storm the North Palace.

The moment you enter the North Palace, Midna springs her trap. A number of dangerous Assault Troops appear just south of the West Square and West Palace (which are still inactive), and they begin streaking toward your Allied Stronghold. It won't take them long to get there, and they'll damage your base if they manage to slip inside. Immediately switch to Wizzro and hurry north to intercept the Assault Troops before they reach your base. You won't have to fight them alone; Volga advances on the Assault Troops, as well.

SNEAK ATTACK

After you've repelled the Assault Troops, switch back to Cia and finish capturing the North Palace. Capturing this Keep opens its east door; go east and loop around to slip into King's Hall, where Midna is holed up. Battle Midna and reduce her health to dangerous levels to force her hand.

MIDNA'S OTHER MANEUVER

Just when it seems that victory is within your grasp, Midna springs another trap. The West Square and West Palace Keeps—which had been inactive up to this point—suddenly fall under Midna's control. Their southern doors slam shut, effectively dividing the battlefield in half. Don't be distracted; finish Midna off to drive her from the field, and capture King's Hall.

Your victory over Midna only serves to strengthen Zant's resolve. The odious Usurper King's forces gain morale, and Zant springs a trap of his own. The southeast Fairy Fountain suddenly opens, and Captains loyal to Zant's banner march forth to attack the Southeast Square, followed by the Allied Stronghold. Switch to Wizzro and confront these dangerous monsters while commanding Cia to capture the West Palace and West Square.

Piece of Heart Opportunity

Now that the West Palace is active, look for a chance to capture it with Cia. This makes a treasure chest materialize, which contains a Piece of Heart for the dark sorceress.

AGITHA AND ARGOROK ARRIVE

Shortly after opening the Fairy Fountain, Zant summons his champion: the angry dragon, Argorok. Agitha also appears around this time, hoping to lend Midna's forces a hand. Argorok is the greater threat, for it begins bombarding the Allied Stronghold with fireballs from afar. Send Cia to battle Argorok and put an end to its fireball barrage.

Hard Gold Skulltula Opportunity Continued

If Volga has survived up to this point, then you're still in the running for the Hard Gold Skulltula. Simply defeat Argorok and Agitha to make the Hard Gold Skulltula appear to the north of the West Palace and West Square.

DEFEAT ZANT

After seeing his mighty dragon fall to Cia's unstoppable might, Zant decides to cut his losses and flee the scene. He sprints out from his base, heading south toward the Fairy Fountain. You fail this Scenario if Zant manages to escape, so send Wizzro after him immediately. Volga will move to intercept Zant, as well; finish him off with powerful attacks to bring the Usurper King under your boot!

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Hyrule Warriors Legends

Legend Mode

Cia's Tale: The Demon Lord

Playable Characters

Cia

Volga

Wizzro

Heart Container

Volga

Piece of Heart

Cia

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Capture nine Keeps within 10 minutes.

Unlockables

None.

Victory Conditions

Defeat Ghirahim and The Imprisoned.

Defeat Conditions

The Allied Base falls.

WAR IN THE SKY

Having finished her business in the Era of Twilight, Cia steps through another portal. This one leads to the floating village of Skyloft, where another conflict rages. Sensing another opportunity to subjugate a powerful ally, Cia begins her attack.

Compared to the previous Scenario, this one starts off relatively calmly. Still, there's no point in wasting time. Hurry and capture the S. Rockface Keep, then switch to Volga and capture the Central Square.

Capturing either Keep earns you the trust of the Skyloft Forces, who had been steadily losing the battle against the forces of the Demon Lord, Ghirahim. Several additional Keeps fall under your command at this point, and you're tasked with defeating The Imprisoned and Ghirahim, who advance toward your base. Send one character to confront Ghirahim and another to battle The Imprisoned, pausing only to capture the Academy Keep along the way.

FOCUS ON GHIRAHIM

Of the two targets, Ghirahim is the greater threat, for he makes a beeline toward your base. Capture the Academy Keep, then command that character to assist Fi and her Skyloft Forces in battling The Imprisoned while you switch to a different character and confront Ghirahim.

Hard Gold Skulltula Opportunity

You must be playing as Volga to reveal this Hard Gold Skulltula. Your goal is to capture and hold every Keep, except the Rogue Base, and including the Fairy Fountain, within 10 minutes. This is only possible once Fi becomes an enemy. Capture the three Keeps to weaken her.

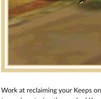
The moment you defeat Ghirahim, immediately switch to the character that you've sent to battle The Imprisoned, and assist Fi in bringing down the nightmarish fiend. Remember to attack its toes to make it topple over and expose its Weak Point gauge. Special Attacks are ideal for destroying The Imprisoned's toes in short order.

ALLIANCE OVER

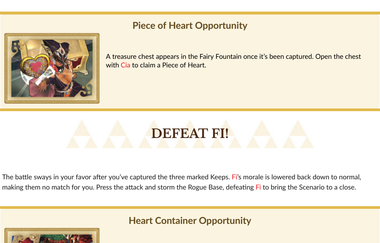
Having met his match, Ghirahim is quick to ally himself with Cia's forces. This prompts Cia to turn against Fi and her Skyloft Forces. Fi retreats to the Rogue Base, and her army gains morale. You must capture the Statue Keep, Town Center Keep, and Fairy Fountain in order to weaken Fi.

Beware! A host of Keep Saboteurs soon appear and begin storming toward your Allied Base. These powerful Captains pose a grave threat to the Keeps that you control; with their enhanced morale, they can capture your Keeps in mere seconds. Use the Command screen to order your Warriors back to the Allied Base, and then play defense until all of the Keep Saboteurs have been neutralized.

Gold Skulltula Opportunity



While beating back the Keep Saboteurs, you'll likely cross the 1,000 KO threshold. Luckily, the 1,000 KO Gold Skulltula appears within easy reach of your Allied Base. Find it behind the thick vines to the north of S. Rockface Keep. Use the Boomerang to chop down the vines and reach your reward.



Work at reclaiming your Keeps once the Keep Saboteurs are no more. Use the Command screen to advance one character toward capturing the marked Keeps that are empowering Fi and her forces, while leaving two characters to defend your base and the nearby Keeps. Each marked Keep that you capture will lower Fi's morale, making matters easier.

Piece of Heart Opportunity

A treasure chest appears in the Fairy Fountain once it's been captured. Open the chest with Cia to claim a Piece of Heart.

DEFEAT FI!

The battle sways in your favor after you've captured the three marked Keeps. Fi's morale is lowered back down to normal, making them no match for you. Press the attack and storm the Rogue Base, defeating Fi to bring the Scenario to a close.

Heart Container Opportunity

Before beating Fi, bomb the boulder to the west of her base to discover a Heart Container for Volga. Be sure to grab before fighting Fi!

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Hyrule Warriors Legends

Legend Mode

Cia's Tale: Darkness Falls

Playable Characters

Cia

Heart Container

Volga

Piece of Heart

Cia

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Defeat Wizzro while ensuring all Dark Links remain at 60% or more health.

Unlockables

None.

Victory Conditions

Defeat Ganondorf.

Defeat Conditions

The Allied Base falls.

GOLD SKULLTULA · HEART CONTAINER · SEALED WEAPON · BOW · OCARINA · HOOKSHOT
HARD GOLD SKULLTULA · PIECE OF HEART · BOMBS · BOOMERANG · OWL STATUE · HAMMER

EVIL VS. EVIL

Betrayed by the villainous Ganondorf, Cia is left with few options. The Demon King has mustered his forces at the foot of Cia's stronghold, and the final battle for evil supremacy looms. Will Cia survive Ganondorf's assault? Her fate is in your hands!

There's no time to dally in this frantic battle. Immediately activate the nearby owl statue to the north, then hurry and defend the West Keep from the advancing Gohma. Defeat the Gohma, then hurry over to the East Keep and assist Volga in defeating the other Gohma. Remember that you must shoot Gohma in the eye with the Bow while its eye is blue.

Activate the east owl statue after downing the second Gohma, then warp back to the central owl statue and hurry to the south. Ganondorf has likely summoned Manhandla by now, and the Giant Boss bombards your Allied Base with a long-range seed strike. Hurry and defeat Manhandla, blocking its attacks and countering with the Boomerang to expose the monster's Weak Point gauge.

The traitorous Wizzro appears in the West Ruins as you combat Manhandla, and quickly summons a host of Icy Big Poes. These powerful monsters immediately advance on your base, but Manhandla remains the greater threat. Focus on chopping down Manhandla, relying on the Dark Links that Cia soon summons to keep the Icy Big Poes and other advancing monsters occupied.

Hard Gold Skulltula Opportunity

If you're after the Hard Gold Skulltula, you must play as Cia and race to defeat Wizzro rather than battling Manhandla. Your Dark Links won't last long against so many inbound monsters, and you must defeat Wizzro before any of your Dark Links fall below 60% health. Succeed in this effort, and the Hard Gold Skulltula will appear just north of the East Temple. Warp to the east owl statue, then sprint south to snatch it.

VOLGA'S CHALLENGE

While you're whomping away on Manhandla, Volga decides to take matters into his own hands. The Dragon Knight marches on the Enemy Base and issues a challenge to Ganondorf. The Demon King sees no benefit in a duel with Volga and instead raises a Barrier of Darkness, sealing off the Enemy Base and southern lands. Seeing no way to breach the barrier, Volga takes his leave of the field for the time being.

RACE TO THE BASE

The moment that you defeat Manhandla, immediately warp to the central owl statue and then race up north to defend the Allied Base. It's likely overrun with monsters by now, so hurry inside and dispatch all unwelcomed guests. Prioritize the Assault Troops, followed by the Icy Big Poes and any other enemy Captains. Keep swinging until the Allied Base is secure, then mop up any monsters lurking outside.

TREASURE HUNTING

Wizzro continues to summon powerful monsters, but each new summoning saps his strength. You must defeat the traitor eventually, but allow Wizzro to weaken himself while you focus on conquering the map and hunting down valuables. Go west and activate the last remaining owl statue, then start capturing Keeps and outposts to strengthen your forces. Keep an eye out for advancing enemy Captains and cut them down, as well.

Piece of Heart Opportunity

While conquering the map, be sure to capture the East Temple. Doing so reveals a treasure chest that contains a Piece of Heart for Cia.

Gold Skulltula Opportunity

Work at reaching 1,000 KOs before you wallop Wizzro, and nab the Gold Skulltula that appears up north near the Allied Base.

WALLOPING WIZZRO

When the entire north half of the map is bathed in beautiful blue, march down to the West Ruins and battle Wizzro. The traitor has likely weakened himself significantly by now and should pose little threat. Defeat Wizzro to draw the great Ganondorf out of hiding.

GANONDORF ARRIVES

Enraged at Wizzro's defeat, Ganondorf storms onto the field. The Demon King summons additional forces, and his Keeps open their doors, granting you access to the south half of the map once more.

Things are looking grim, but as luck would have it, Volga returns to the field. Cia's other half, the heroic sorceress, Lana, also appears, and wishes to help Cia defeat the Demon King. You're granted direct control over the Volga at this point; command him to escort Lana, who quickly advances on the Enemy Base.

Heart Container Opportunity

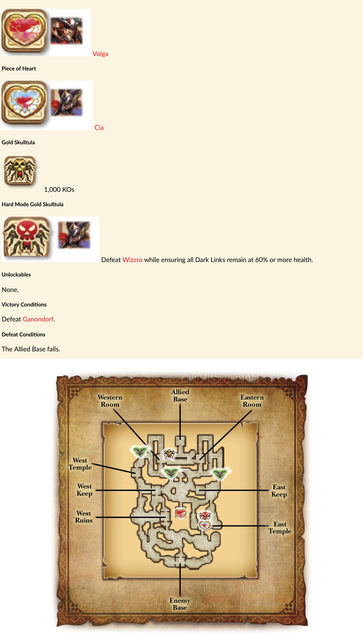
Before beating Fi, bomb the boulder in the abandoned Fairy Fountain in the middle of the map to discover a Heart Container for Volga. Be sure to grab before fighting Fi!

While Volga escorts Lana, use Cia to dispatch the inbound Attack Specialists before they can wreak too much havoc. Switch to Volga if Lana ever cries out for help, but otherwise, focus on repelling Ganondorf's Captains with Cia. After all Attack Specialists have fallen, hurry to the south and assist Volga in escorting Lana to the Enemy Base.

HASTEN GANONDORF'S DEMISE

The longer it takes you to reach Ganondorf, the more powerful he becomes. Eliminate those Attack Specialists as fast as you can, then hurry and help Lana!

DEFEAT GANONDORF



Upon reaching the Enemy Base, Lana uses her power to dispel Ganondorf's sinister Barrier of Darkness, significantly weakening the Demon King. Now's your chance! Unleash your most powerful combos and give Ganondorf the thrashing that he so richly deserves. Punish his Weak Point gauge at every chance, and don't relent until the Demon King is at last dethroned!

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HYRULE WARRIORS LEGENDS

Legend Mode

Wind Waker: A New Disturbance

Playable Characters

Link

Heart Container

Tetra

Piece of Heart

Link

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Destroy all stone heads and defeat Gohma before the Allied Base is in danger.

Unlockables

Hammer

Victory Conditions

Defeat Boss Blin.

Defeat Conditions

The Allied Base falls.

GOLD SKULLTULA · PIECE OF HEART · BOW · OWL STATUE
HARD GOLD SKULLTULA · SEALED WEAPON · BOOMERANG · HOOKSHOT
HEART CONTAINER · BOMBS · OCARINA® · HAMMER

STRANGE NEW WORLD

Ganon's defeat at Hyrule Castle came with an unexpected surprise. Without warning, a mysterious new world suddenly appeared, prompting Impa to summon Link to investigate. Entering this unfamiliar dimension, Link encountered a young pirate girl named Tetra, who was battling against vicious monsters. The two joined forces to take on the enemy.

You've got to stop those monsters! Run to the north, cutting through the evil creatures until Link catches sight of a giant stone head. This curious object is in your way, and you must find some way to destroy it. For now, simply capture the nearby outpost.

That stone head sure is a puzzling obstacle, but you've more pressing concerns: Monsters have captured the nearby Bomb Shop! Hurry back to the south and fight to reclaim the Bomb Shop from the freaky fiends that have overrun it.

HAMMER TIME

Capturing the Bomb Shop opens its south gate, letting you step out onto a small ledge. Hey, there's a treasure chest out here! Open it to obtain a new item: the Hammer.

Grabbing the Hammer causes a gate to slam shut behind you. Not to worry! Simply use the Hammer to pound the big switch behind the treasure chest. Hammering this switch opens the gate, letting you return to the action.

BIG BLIN BLITZ

By the time you return with your newfound Hammer, a horde of Big Blins and dangerous Ruffians will be storming toward the Allied Base. Take a moment to defeat these cretins before they reach the Allied Base and cause any damage.

Hard Mode Skulltula Opportunity

You must be playing as Link and using the Fire Rod if you wish to score this Scenario's Hard Gold Skulltula. In addition, the Allied Base must never fall into danger. There are other stipulations, as well, but keep this one in mind throughout the battle. If the Allied Base is ever attacked, rush to its defense immediately!

THE HELMAROC KING'S WRATH

As you battle the Big Blins, a monstrous bird suddenly swoops down on the Bomb Shop. It's the Helmaroc King! Race to the Bomb Shop and swipe at the Giant Boss to make it flee the scene. Don't get too comfortable—it will return before long!

From this point forward, you'll need to defeat inbound Big Blins and Ruffians while simultaneously driving off the Helmaroc King each time it returns. Tetra can help you with this, as can the owl statue that's already active to the east.

HEAD GAMES

When a chance permits, go north from the Bomb Shop, returning to the giant stone head that you noticed before. The Hammer can't shatter the stone head directly, but it can activate the nearby switch to the west. Pound the switch with the Hammer to cause the nearby ship to fire its cannon at the stone head. The blast smashes the stone head to bits, opening up a passage to the Central Keep.

Use Tetra to defend the Allied Base and nearby Keeps while advancing northward with Link. The Central Keep is guarded by a new enemy called a Chuchu. It will hurt you if you attack it directly, so whack it with the Hammer to stun it first. Capture the Central Keep afterward to open its north door, then activate the owl statue beyond.

After securing the Central Keep and activating the owl statue, go west and seize the Jail Watch Keep. This is one of three Keeps that are producing those pesky Ruffians; capture it to halt its Ruffian production cycle.

Two more stone heads must be shattered in order to gain access to the two remaining Ruffian-producing Keeps. One stone head lies up north; the other lies to the west. Head for whichever one you like, and use the Hammer to pound the nearby switches that lie near the docked ship close to each stone head. Once you've smashed a stone head, advance and capture the Keep beyond to reduce the enemy's Ruffian production even further.

GO AFTER GOHMA

His grip on the battle slipping, Boss Blin summons a monstrous Gohma to storm your base shortly after you capture the second Ruffian-producing Keep. Drop everything and warp to the southeast owl statue, then sprint north to intercept the Gohma on its way to the School of Joy. If you like, command Tetra to join you in the fight so that you gain special advantages.

Gold Skulltula Opportunity

Have you hit 1,000 KOs yet, hero? If so, sprint north after gutting Gohma and bomb the cracked wall to the north of the Dragon Roost Keep. Beyond that cracked wall skulks the 1,000 KO Gold Skulltula.

Piece of Heart Opportunity

Moments after releasing Gohma, Boss Blin opens the Star Island Keep to send even more monsters against you. Wipe out these evil beasts and then capture the Star Island Keep to reveal a treasure chest. Open it with Link to obtain a Piece of Heart.

Hard Mode Skulltula Opportunity

If you're playing as Link and using the Fire Rod, and if you've defeated Gohma and destroyed all three of the stone heads without ever allowing the Allied Base to fall into danger, then the Hard Gold Skulltula appears just east of the Enemy Base. Hurry up there and use the Boomerang to reach it before it flees!

DEAFEAT BOSS BLIN!

Things settle down quite a bit once the Gohma is no more. Work at capturing Keeps if you like, or simply strike out to challenge Boss Blin at the Enemy Base. He's basically just a bigger, meaner, shinier version of the Big Blins and Ruffians you've faced all along. Dodge his crushing blows and counter with swift combos to topple Boss Blin in a blink!

Heart Container Opportunity

Be sure to grab Tetra's Heart Container before storming the Enemy Base. It's hidden in a boulder at the dead-end that lies between the Star Island and Sleeping Area Keeps. Bomb that boulder and then open the treasure chest with Tetra to claim the Heart Container.

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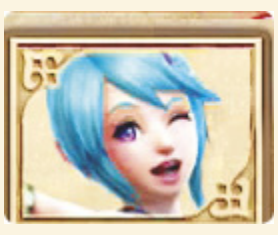
Hyrule Warriors Legends

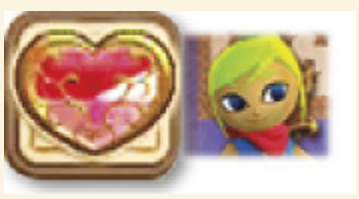
Legend Mode

Wind Waker: The Search for Cia

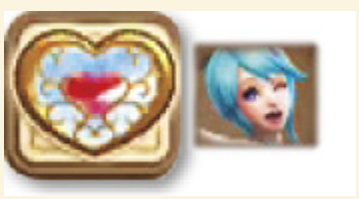
Playable Characters

 Lana

Heart Container

 Tetra

Piece of Heart

 Lana

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Close all Gates of Souls in 10 minutes or less.

Unlockables

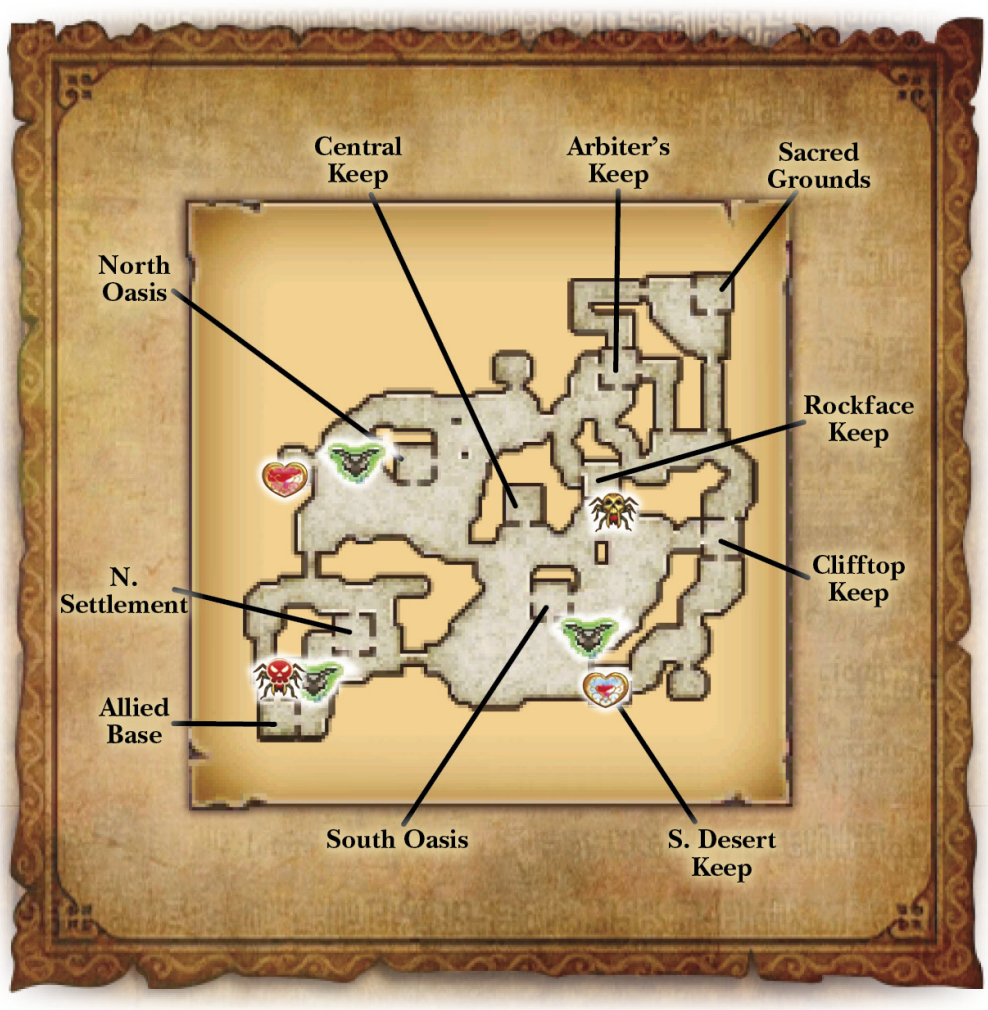
None.

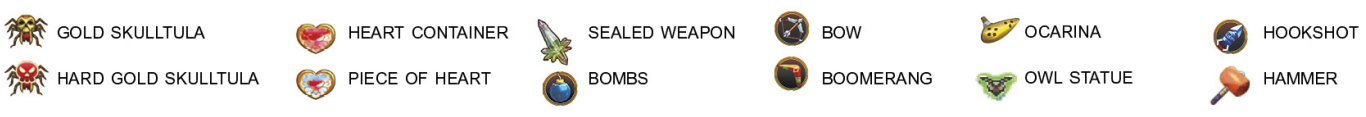
Victory Conditions

Defeat all enemies.

Defeat Conditions

The Allied Base falls.





ENEMY AT THE GATES

Having sensed that a Gate of Souls has appeared in Gerudo Desert, the heroic sorceress, Lana, hurries off to investigate. Upon arriving, she finds not one Gate of Souls, but several—and powerful monsters watching over them! Lana's search for Cia will have to wait. These dangerous gates must be closed!

Run north to locate the first Gate of Souls. A burly Big Blin stands guard over the Gate; defeat the monster to close the gate and prevent more monsters from passing through.

Three more Gates of Souls lie to the north and east. Activate the owl statue near the North Oasis as you race to close each of these three. The faster you defeat those Big Blins, the fewer monsters you'll have to deal with! Wipe out any other enemy Captains you encounter as you go.

Hard Mode Skulltula Opportunity

You must be playing as Lana and wielding the Deku Spear in order to obtain this Scenario's Hard Gold Skulltula. Act fast and close all seven Gates of Souls in 10 minutes or less. Start with the four northern gates, then go after the three to the south.

THE GREAT BIRD RETURNS

The monstrous Helmaroc King arrives as you race from one Gate to the next—and it isn't alone. It's brought the pirate girl, Tetra, to Gerudo Desert as well! Tetra manages to escape to the southern desert, but the Helmaroc King gives chase. You must save that poor pirate girl!

As luck would have it, Link suddenly appears and races to Tetra's aid. Rather than switching to Link, finish closing the three north Gates of Souls with Lana, then warp to the southwest owl statue (the one near the Allied Base) and go east into the southern desert, rescuing any Goron Captains that may have fallen into danger while holding the east bridge.

Now switch to Link and rescue Tetra, who's likely fallen into danger by now. Simply switching to Link is all it takes to save her, for he's right by her side. After rescuing Tetra, begin to battle the Helmaroc King.

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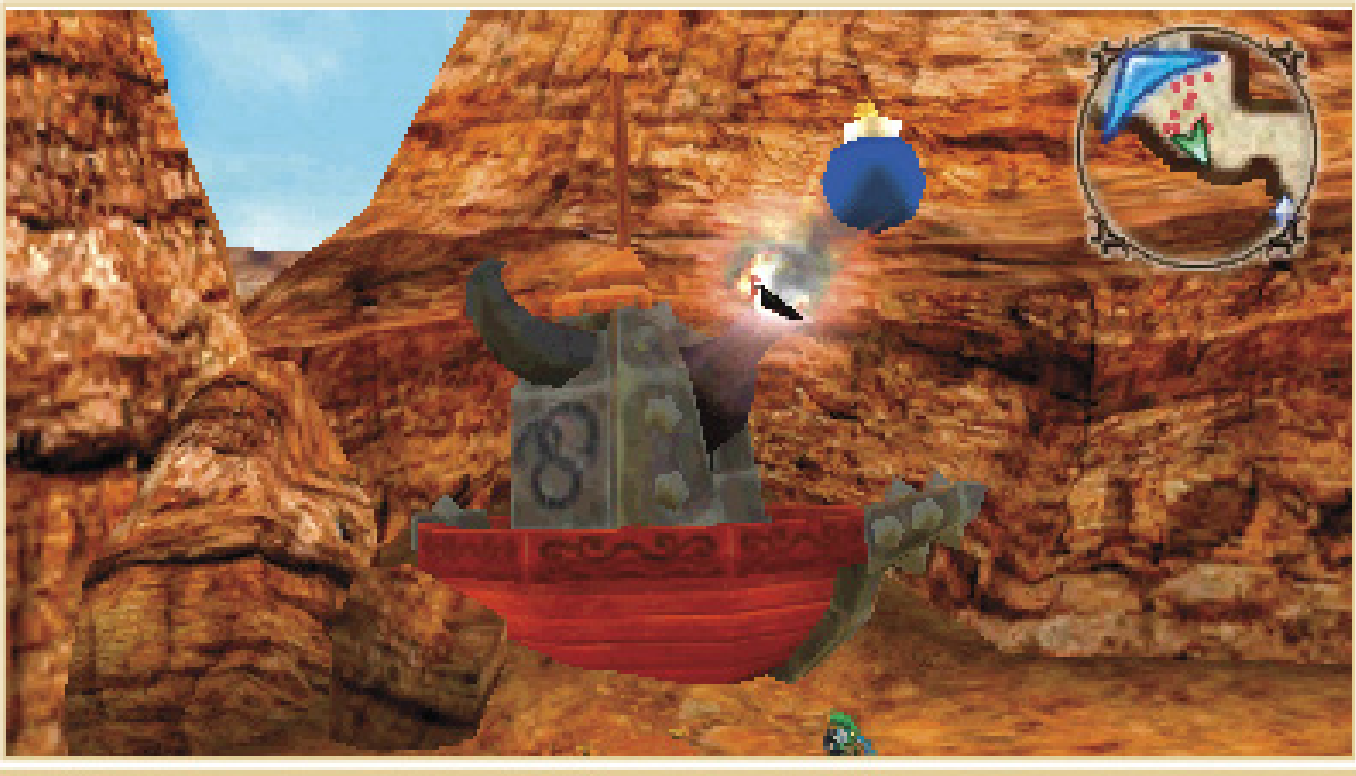
Hyrule Warriors Legends

Legend Mode

Boss Fight: The Great Bird



The Great Bird isn't as skittish as it was during your first encounter at the Forsaken Fortress. This time, you must actually battle the Helmaroc King in order to make it withdraw. Simply wait for the Great Bird to slam its beak down into the ground, then smack its imbedded head with the Hammer to shatter its helmet.

The impact knocks the Helmaroc King for a loop, and its Weak Point gauge appears. Unleash your most furious combos to pile on the damage before the Great Bird recovers!

Hard Mode Skulltula Opportunity Continued

You can't get too hung up on hammering the Helmaroc King if you're hoping to nab the Hard Gold Skulltula. Rescue Tetra, with Link, then switch back to Lana and hurry to close those southern gates. Close them all in under 10 minutes, and the Hard Gold Skulltula materializes just north of the Allied Base. Warp back to the southwest owl statue and grab it while you can!he south.

KEEP FIGHTING

The Helmaroc King flees to the Sacred Grounds after you've hacked away half of its health, and additional Keeps suddenly open their doors, unleashing more monsters and granting you access to more of the desert. Defend Tetra from the inbound Lizalfos with Link, and use Lana to intercept the other Lizalfos that advance on your base from the north. Activate the southeast owl statue with Link, as well, and work at closing any Gates of Souls that might still be open.

Closing all seven Gates of Souls causes more Keeps to open, and also grants you control of Tetra. Work at map control now, defeating enemy Captains and capturing nearby Keeps such as the South Oasis. At the same time, battle the army of Aeralfos that advance on your base from the northeast.

Piece of Heart Opportunity

Capturing the S. Desert Keep reveals a treasure chest that contains a Piece of Heart for Lana. Warp her to the southeast owl statue if she's still fighting up north, and then open the chest.

Heart Container Opportunity

Once you have control of Tetra, you're able to claim her Heart Container. Warp her to the northwest owl statue, then bomb the boulder in the west nook to find it.

Gold Skulltula Opportunity

As always, keep an eye on your KOs as you beat back the enemy and capture their Keeps. When you reach 1,000 KOs, a Gold Skulltula appears on the Rockface Keep's exterior south wall.

NOTHING'S SACRED

It isn't long before the Helmaroc King returns, its health fully restored. The Great Bird seems to be healing each time it flees to the Sacred Grounds. You must capture the Sacred Grounds to stop the Helmaroc King from recovering, but it takes time to fight your way up there. Make a steady advance by defeating inbound Captains, capturing nearby Keeps, and driving off the Helmaroc King each time it swoops back into the fray.

The Great Bird's days are numbered after you've captured the Sacred Grounds. With no place left to flee, the Helmaroc King is forced to make a stand. Command all of your allies to join you in the final battle against the Helmaroc King, using the power of teamwork to topple the Great Bird once and for all!

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HYRULE WARRIORS LEGENDS

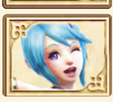
Legend Mode

Wind Waker: Reclaiming the Darkness

Playable Characters

Link

Tetra


Lana

Heart Container

Tetra

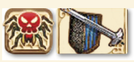
Piece of Heart

King Daphnes

Gold Skulltula

100 KOs

Hard Mode Gold Skulltula


Capture all Keeps in 10 minutes or less.

Unlockables

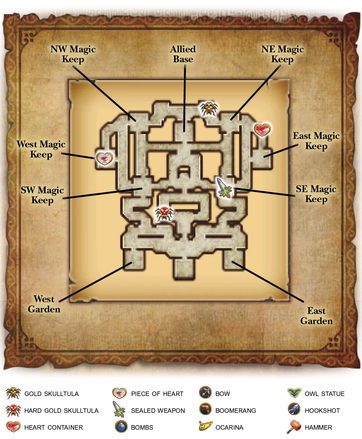
King Daphnes
Tetra's Jeweled Cutlass

Victory Conditions

Defeat Dark Cia.

Defeat Conditions

Don't let Cia flee or the Allied Base fall.



DARK DOUBLE

Having driven off the monstrous Helmaroc King, Link, Lana, and Tetra now seek to track down the cause of these recent evil happenings. Nearing the source of all this darkness, Lana began to strongly sense Cia's presence—but as the trio arrived at their destination, Lana came to realize that it was not the real Cia, but a dark, twisted version of her other half, King Daphnes, ruler of the lands that Tetra calls home, joins the three heroes in their effort to defeat this dark, powerful evil.

You need all the help you can get to drive back Dark Cia and her army of monsters. Fortunately, a pair of messengers set off to call for aid. Defeat nearby enemy Captains and ensure that both messengers find their way to the East and West Gardens. Success causes reinforcements to appear on the field.

Dark Cia awaits you up north—hurry up there and challenge her. Her Keeps remain closed for the moment, but she regularly summons reinforcements into them, steadily growing her army. The longer it takes you to challenge Dark Cia, the more enemies you must contend with when her Keeps open. Battle against Dark Cia until she flees the scene.

NICE TO CIA

By driving off Dark Cia, you've rescued the real Cia from the darkness that had enveloped her. Cia suddenly appears nearby, but she's badly weakened from her ordeal. The Keep that Dark Cia had been using becomes the Allied Base, and you're tasked with protecting Cia for the duration of this Scenario. Some of Dark Cia's Keeps open at this point, sending Dark Forces after Cia.

PROTECT CIA!

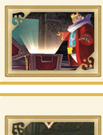
Cia's health is dangerously low, and you can't rescue her. Command one ally to remain at the Allied Base at all times so you ca n quickly come to Cia's aid whenever Dark Forces draw near.

Defeat all of the Dark Forces that march forth from Dark Cia's Keeps, then work at capturing those Keeps, starting with the ones closest to your Allied Base. Cia's defense is your top priority, but each Keep that you capture reduces the number of enemy reinforcements. Strike a balance between base defense and Keep capturing, making good use of the Command screen to direct your forces accordingly. Look to grab goodies when you can, as well.

Hard Gold Skulltula Opportunity

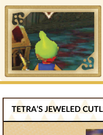
You must play as Link and arm him with the Hylian Sword in order to score this Hard Gold Skulltula. Capture every Keep on the map in under 10 minutes, and the Hard Gold Skulltula appears near the map's center. Snatch it before it skitters away!

Piece of Heart Opportunity



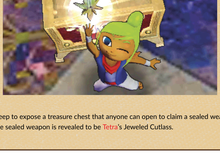
The West Magic Keep holds a Piece of Heart for King Daphnes. Capture the Keep and crack open the chest that appears to claim this royal reward.

Heart Container Opportunity



As Tetra, bomb the boulder that lies just north of the East Magic Keep to uncover a treasure chest. Open it to claim a Heart Container for the mighty pirate girl.

TETRA'S JEWELED CUTLASS



Capture the SE Magic Keep to expose a treasure chest that anyone can open to claim a sealed weapon. After you've finished the Scenario, the sealed weapon is revealed to be Tetra's Jeweled Cutlass.

Gold Skulltula Opportunity

Rack up 1,000 KOs to make a Gold Skulltula materialize just northeast of the Allied Base. It's an easy grab for your base defender, but don't leave Cia unguarded for long!

TIDE OF DARKNESS

Even after you've captured every Keep, enemy reinforcements continue to appear all around the battlefield. Continue to protect Cia from the Dark Forces, prioritizing troublesome foes such as Skilled Summoners and Rally Captains. Hosts of Icy Big Poes also appear; repel them, as well, ensuring Cia's safety all the while.

After much hard fighting, Dark Cia eventually reappears to the south—and she's not alone. Two formidable Dark Links also materialize, and before long, all three begin to advance on the Allied Base. Leave one capable character to defend Cia and the Allied Base while sending your other three Warriors to intercept the Dark Links and Dark Cia. Defeat all three of these sinister apparitions to save Cia's soul!

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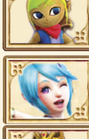
Hyrule Warriors Legends

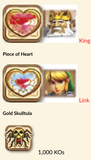
Legend Mode

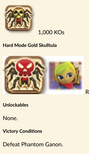
Wind Waker: Watchers of the Triforce

Playable Characters


Link

Tetra


Lana


King Daphnes

Heart Container

King Daphnes

Piece of Heart

Link

Gold Skulltula

1,000 KOs

Hard Mode Gold Skulltula

Reduce Phantom Ganon to 50% health or less in 15 minutes or less.

Unlockables

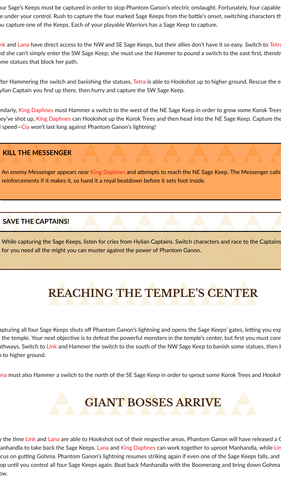
None.

Victory Conditions

Defeat Phantom Ganon.

Defeat Conditions

Cia flees or the Allied Base falls.



SAVED BY SAGES

Our heroes' success at the Temple of Souls has set the stage for the final battle against evil. Tracking a shadowy presence to the Wind and Earth Temples, Tetra and her companions stand ready to save the world from darkness. If they can defeat the great evil that they've cornered here, all will be put back to rights. The final battle is at hand!

In this Scenario, Phantom Ganon calls down bolts of lightning that cause steady damage to your forces. This includes Cia, who is holed up at the Allied Base. Cia must be protected throughout this Scenario, and every second counts. You've got to stop that lightning, ASAP!

Four Sage's Keeps must be captured in order to stop Phantom Ganon's electric onslaught. Fortunately, four capable Warriors are under your control. Rush to capture the four marked Sage Keeps from the battle's onset, switching characters the moment you capture one of the Keeps. Each of your playable Warriors has a Sage Keep to capture.

Link and Lana have direct access to the NW and SE Sage Keeps, but their allies don't have it so easy. Switch to Tetra, and you'll find she can't simply enter the SW Sage Keep; she must use the Hammer to pound a switch to the east first, thereby banishing some statues that block her path.

After Hammering the switch and banishing the statues, Tetra is able to Hookshot up to higher ground. Rescue the embattled Hylian Captain you find up there, then hurry and capture the SW Sage Keep.

Similarly, King Daphnes must Hammer a switch to the west of the NE Sage Keep in order to grow some Korok Trees. Once they've shot up, King Daphnes can Hookshot up the Korok Trees and then head into the NE Sage Keep. Capture the Keep with all speed—Cia won't last long against Phantom Ganon's lightning!

KILL THE MESSENGER

An enemy Messenger appears near King Daphnes and attempts to reach the NE Sage Keep. The Messenger calls for reinforcements if it makes it, so hand it a royal beatdown before it sets foot inside.

SAVE THE CAPTAINS!

While capturing the Sage Keeps, listen for cries from Hylian Captains. Switch characters and race to the Captains' rescue, for you need all the might you can muster against the power of Phantom Ganon.

REACHING THE TEMPLE'S CENTER

Capturing all four Sage Keeps shuts off Phantom Ganon's lightning and opens the Sage Keeps' gates, letting you explore more of the temple. Your next objective is to defeat the powerful monsters in the temple's center, but first you must connect more pathways. Switch to Link and Hammer the switch to the south of the NW Sage Keep to banish some statues, then Hookshot up to higher ground.

Lana must also Hammer a switch to the north of the SE Sage Keep in order to sprout some Korok Trees and Hookshot up.

GIANT BOSSES ARRIVE

By the time Link and Lana are able to Hookshot out of their respective areas, Phantom Ganon will have released a Gohma and Manhandla to take back the Sage Keeps. Lana and King Daphnes can work together to uproot Manhandla, while Link and Tetra focus on gutting Gohma. Phantom Ganon's lightning resumes striking again if even one of the Sage Keeps falls, and it won't stop until you control all four Sage Keeps again. Beat back Manhandla with the Boomerang and bring down Gohma with the Bow.

SAVING CIA

By the time you've bested both Giant Bosses, Cia will likely be under siege by the powerful monsters in the temple's center. There's no time to lose! Hurry to the Allied Base and rescue Cia from the burly Stone Blins and Big Poe that are battering her about.

PROTECT CIA

You can only rescue Cia twice during this Scenario. Don't leave her unguarded after you've done so!

FIND THE SWITCHES

There are two more switches near the closed gates in the temple's east and west corridors. They are near the inside walls of these gates; Hammer these switches to open the gates, and you'll be able to move around the temple with greater efficiency.

PHANTON GANON APPEARS

Slaying the central monsters that assault Cia prompts Phantom Ganon to join the battle. The shadowy fiend moves to the temple's center, and Cia advances from the Allied Base to confront him. Cia won't last long against this terrible foe, but this is also your best opportunity to seek out the temple's hidden treasures. Command one character (anyone but Link or King Daphnes) to escort Cia into the fray while optionally using others to quickly go after the following goodies.

Hard Gold Skulltula Opportunity

If the Hard Gold Skulltula is your quarry, then you don't have time to hunt down other goodies—and that's okay, because you've likely already found them. Instead, your focus must be to damage Phantom Ganon. You must also be playing as Tetra.

Command all of your Warriors to converge on Phantom Ganon, then battle the brute using the strategies outlined in the following Boss Battle section. Bring Phantom Ganon to 50% or less health in 15 minutes or less, and the Hard Gold Skulltula appears in the passage to the west of the Rock Keep. Use the Boomerang to reach it.

Heart Container Opportunity

Before battling Phantom Ganon, use King Daphnes to bomb the boulder to the west of the Allied Base. When the smoke clears, open the chest that you've uncovered to claim a valuable Heart Container.

Piece of Heart Opportunity

Send Link to the west and capture the Faces Keep to cause a treasure chest to appear. Inside you'll find a Piece of Heart for our hero.

KING DAPHNES SWIFT SAIL

Capture the Rock Keep with any character to make another chest materialize. Flip its lid to scoop up a sealed weapon, which becomes King Daphnes' Swift Sail when the Scenario concludes.

Gold Skulltula Opportunity

The moment you meet the 1,000 KO milestone, a Gold Skulltula appears way down south, in the area where Tetra began this Scenario. Hurry down there and use the Hookshot to zip up to the ledge at the end of the dead-end. There you discover the Gold Skulltula—assuming it hasn't fled!

Once you've finished looting the temple, command all of your Warriors to converge on Phantom Ganon. You've no hope of defeating Phantom Ganon unless all of your Warriors work together. When everyone is present and accounted for, the final battle can begin.

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Hyrule Warriors Legends

Legend Mode

Boss Fight: Phantom Ganon

Phantom Ganon cannot be defeated unless all of your Warriors work together. If you try to fight the fiend before everyone arrives, he never reveals his weakness. Instead, he continually splits into four clones, then converges and strikes with devastating impact. Cia can't withstand this punishment for long.

Once all of your Warriors gather near Phantom Ganon, they combine their power and blast the fiend with a bolt of pure light, significantly weakening him. Now's your chance to turn the tide!

Once you've weakened Phantom Ganon, he stops splitting into clones and starts blasting you with massive spheres of energy. Rather than avoiding these white-hot spheres, attack them as they approach. Doing so knocks them back at Phantom Ganon, forcing him to volley the sphere back at you. Attack the inbound sphere again, and keep volleying with Phantom Ganon until you at last manage to blast him with his own attack!

Phantom Ganon stops using the sphere attack after you take out his Weak Point gauge once. He then grabs another sword and starts attacking with both blades at once, with a multitude of combos. After finishing one of the combos, use the opportunity to get behind him and attack his back until he hits the ground and exposes his Weak Point gauge again. Continue this until he is defeated.

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Hyrule Warriors Legends

The Goddesss Descent: The World of Hyrule Warriors

Prologue

The Triforce: the ultimate power, comprised of power, wisdom, and courage. Around that power, the battle between good and evil wages over and over again, without end.

Whenever the Triforce falls into the hands of evil, a hero in a green tunic always appears to fight the demons and restore peace to Hyrule Kingdom.

When an agent of evil is vanquished, its spirit is broken into four fragments and each fragment is sealed separately to keep it from ever rising again.

Three of the fragments are spread across space and time. The fourth is sealed by a sword, placed in a temple, built on holy land.

Once such evil soul was sealed a long, long time ago. It stayed sealed, until one day, a sorceress began to undo these shackles.

Deep in a forest, far away from the village, the sorceress Cia protected the balance of the Triforce.

The sorceress Cia used special magic to look across all dimensions and across all time periods, past, present, and future to guard the Triforce from evil in every era.

She guarded the Triforce well. That is, until the day she came to notice a certain soul.

They shined like no other, this soul and its owner. They crossed through time to fight demons and

protect Hyrule from evil; the people called him “hero.”

The Sorceress longed for this hero. But no matter the time period, at this hero’s side there was always a beautiful princess.

The seeds of envy took root in the Sorceress, and something began to whisper softly to her. It was the soul fragment, sealed away by the last hero; a small thought, left behind by the last villain.

“If you’d like to get the hero, then help me…” the villain’s voice whispered. Torn by her desire for the hero’s hand and her duty to guard the Triforce, the sorceress’ heart was torn in two and her purity left her, leaving only half of her heart behind.

The villain has one goal: to revive itself using the power of the Triforce, and take over Hyrule as their own.

Without her purity of heart to guide her, the sorceress was easily manipulated by the villainous soul. She used her power, the “Gate of Souls,” to open a path to the dark world.

From this gate, demons and monsters from across time were summoned, and Hyrule Kingdom is under siege once again…

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Hyrule Warriors Legends

The Goddesss Descent: The World of Hyrule Warriors

Link The Hero Appears

Hyrule Kingdom is under attack from an evil army. Princess Zelda is leading her soldiers in a counter-attack, but no matter how many times they defeat the enemy, the evil army just keeps coming.

The Hyrule soldiers fight hard, but knowledge of this endless army is conveyed to every trainee at the Knight Training School.

"If the elite fighters can't drive back the enemy, what hope do I have?" the soldiers worry. They are swallowed by self-doubt, and lose hope.

Among them is a young man, fresh from training at the school and still holding his practice weapon. The young man's name is Link, and he is brimming with courage. He rushes out to the battlefield to face the enemy to save Princess Zelda and the kingdom of Hyrule.

The efforts of this novice soldier, Link, on the battlefield catches the attention of Impa, the leader of the royal bodyguards.

During his first battle, the hero Link drives away the mysterious and powerful enemy Volga, saves Princess Zelda, and pushes back the monsters. Finally the evil army is beginning to taste defeat.

Upon seeing his army of demons thwarted, the enemy sorcerer Wizzro uses his trump card, summoning a giant beast.

This beast approaches Hyrule castle, breathing fire, but Link does not falter. He leads the Hyrule soldiers in a fearless attack against the beast.

Despite the efforts of Link and the others, they find that Hyrule Castle has been taken by Wizzro, meaning the Hyrulean army has been defeated. To make matters worse, during the fierce battle, Princess Zelda disappeared. Link and Impa search all over the battlefield, but can't find hide nor hair of the princess anywhere.

Seeing his incredible courage and uncanny strength, Impa sees the marks of the legendary hero in Link. She bestows upon him the Hero's Clothes as proof of his destiny.

Link doesn't know if he's a hero or not, but in order to find Princess Zelda he teams up with Impa and her soldiers to find the princess and restore peace back to Hyrule.

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Hyrule Warriors Legends

The Goddesss Descent: The World of Hyrule Warriors

Invasion of the Black Witch

The strange events and attacks in Hyrule Kingdom began when the Black Witch, Cia, opened the “Gate of Souls.” Unable to suppress the darkness in her heart, Cia summons countless monsters in order to take control of the kingdom of Hyrule.

With the power of the fire dragon Volga and the evil wizard Wizzro under her command, the dark forces led by Cia grow exponentially. As part of the beginning of her attack on Hyrule, Cia orders all fairies to be hunted, as they are a key part of a legend that could disrupt her plans.

It is foretold that a fairy who protects the pure of heart will join forces with the legendary hero. Cia’s minions captured most of the fairies, but they were unable to capture the “strongest of the fairies, who is bathed in holy power.”

Eventually Link and his companions, protected by the power of the fairy, reach the Valley of Seers where Cia lives.

Cia traps them and, using the great power of the Triforce piece she obtained, opens gates leading to different points across time and space and throws the heroes into them.

The Black Witch, Cia, plans to use these new dimensions to further increase her dark power. She can no longer stop herself—even if it means her own demise.

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Hyrule Warriors Legends

The Goddesss Descent: The World of Hyrule Warriors

On to Adventure

Linkle is a young woman who lives a peaceful life in a small village and raises Cuccos. From an early age she believed she was the legendary hero reborn.

Hearing the rumor that Hyrule Castle was being attacked by monsters, she quickly put on her green cloak, took up the compass her grandmother gave her, equipped her precious crossbows, and set off from the village. She believed it was her mission as the hero reborn to preserve the peace in Hyrule.

But her journey did not go as planned. Soon after leaving the village and entering the forest, Linkle ran into a little demon in a strange mask who stole her precious compass. Linkle chased the little demon and convinced him to give it back.

After that, as if responding to her wishes, the compass emitted a mysterious light. She has no idea why it suddenly lit up. She has no idea why it lit up suddenly or what power it holds, but she thinks the compass is the mark of the hero and that if she uses the power of the hero, the kingdom of Hyrule can be saved. Believing this, Linkle continues on her journey. She intended to head straight to Hyrule Castle, but the castle seems somehow farther than she thought...

Furthermore, Linkle continues to stop and help everyone she meets who is in trouble. Will she be able to reach Hyrule Castle safely and save Hyrule from danger?

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HYRULE WARRIORS LEGENDS

The Goddesss Descent: The World of Hyrule Warriors

A New Phenomenon

Peace returned to Hyrule with the defeat of Ganondorf and the disappearance of Cia. Lana, continuing her job as Guardian of the Triforce, searched for clues as to the whereabouts of the missing Cia.

One day, someone appeared in front of Lana and stole the power of the Triforce from her. Soon after, another phenomenon occurred in Hyrule Kingdom: a new dimension opened up. Impa tasked Link with investigating this new gate and so he prepared for his journey and set off. Entering this new dimension, Link saw strange and colorful landscapes and faced off against monsters the likes of which he'd never seen before.

During his exploration of the new dimension, Link encounters a young girl named Tetra. She was the leader of a band of pirates, but lost contact with her crew in the wake of the newly opened gate. The two agree that they must join forces to defeat the monsters and find her crew.

After their victory, Link looked up at the sky and saw a monstrous bird-like creature descending down at him. He noticed something stuck in the claws of the bird. It was Tetra! Fearful that she would be taken away, Link chased after the beast. He followed it all the way to a desert where Link met Lana again and together they saved Tetra from the monstrous bird.

It was through these events that Link, Lana, and Tetra, each with their own ambitions and goals, were united to save Hyrule Kingdom from the effects of the opened gate.

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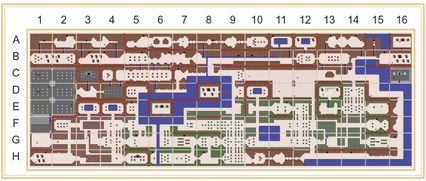
Hyrule Warriors Legends

Master Quest Map
Overview



In classic Zelda fashion, the Master Quest Map has you playing through a visually-similar, but completely different version of the Adventure Map. You'll have a special, challenging Master Quest Rule to deal with on each of the stages.

This map isn't for slouches, so prepare for a real challenge that will put your Hyrule Warriors Legends skills to the test.

ITEM CARDS

The Master Quest Map shares all of the same Item Cards as the Adventure Map. All of them work the same way as they do in the Adventure Map, so there is little need for explanation here. Still, as a refresher, you can find information on each card in following this paragraph.

Here's a breakdown of all the Item Cards that can be found in the Master Quest Map and what they do:

COMPASS

Use this while on the Search screen to identify where an Item Card can be used.

LADDER

Use this to move across a single space of water.

DIGGING MITTS

Use these on soft earth to uncover hidden stairways. X marks the spot!

HOOKSHOT

Use this on distant targets to pull yourself toward them.

BOMBS

Use this on walls to uncover hidden caves.

POWER BRACELET

Use this on heavy rocks or tombstones to uncover hidden stairways.

ICE ARROW

Use this on circles of flame to uncover hidden stairways.

RECORDER

Use this on a small body of water to reveal secrets and enemies.

CANDLE

Use this on bushes to uncover hidden stairways.

WATER BOMBS

Use this on submerged rocks to destroy them.

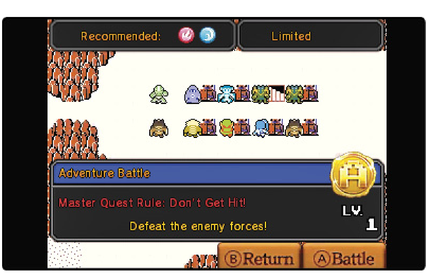
RAFT

Use this on piers to cross to the opposite shore.

GODDESS'S HARP

Use it on Goddess Butterflies to make enemies appear.

MASTER QUEST CHALLENGES



Like the Great Sea Map, levels in the Master Quest have rules that can make things extra challenging. Unlike the Great Sea Map, the Master Quest Map has rules on every single square and you can't remove them with Item Cards like you can on the Great Sea Map. Some of these rules don't have any real effect on the stages they're on, while others can make a simple mission ridiculously challenging. Make sure to always read what the rule is on a level before entering it and always take a moment to think about how that rule might affect the stage they're on. We took the liberty of listing all of the rules you can expect to deal with in the Master Quest and what kind of effects they have on you.

NO GUARDING

This rule is probably the easiest to deal with. Exactly as it sounds, you are unable to guard in levels with this rule on them. This is really only an issue if you're trying to bait enemy Warriors into attacking you and reveal their Weak Point Marks. Other than those specific instances, not being able to guard isn't a big deal at all.

NO HEALING

Like the "No Guarding" rule, this one isn't generally a big problem. Certain Scenario types with this rule on them can be a real challenge with this rule, however. The "Watch Out! All attacks are devastating!" Scenario type is particularly rough, since a single attack can reduce you down to a quarter Heart without being able to heal even in the slightest; "Defeat all Giant Bosses" Scenario types can also be pretty rough. Aside from those two, unless the level is challenging without the rule, it's not likely that it will be all that challenging with the rule. Just take extra care to not get hit and maybe bring a Fairy along with the Hard Worker spell to prevent any accidental defeats and you'll be fine.

SPEED RUN

The "Speed Run" rule forces you to beat a level in 20 minutes or less. This is another rule that really isn't an issue under pretty much any circumstances. If you're aiming for an A-Rank on a stage, you'll never even come close to hitting the 20-minute mark. Really, unless you're goofing around a lot—and we mean a LOT—you're very unlikely to come anywhere near the time limit. Just stay focused and be quick to complete stages with this rule on them.

DON'T GET HIT

Now this rule is the granddaddy of all rules. It can make even the simplest of Scenario types into a total nightmare; even Quiz Scenarios can become a treacherous task with this rule on them. If you see the "Don't Get Hit" rule on a level, it means that any one hit of any kind reduces your health down to a quarter Heart. Levels with this rule practically demand that you bring a Fairy with the Hard Worker spell on it to help make up for taking any wayward attacks. Be extremely careful if you see this rule on a stage.

NO ITEM ATTACKS

This rule isn't generally a big deal, but when it is an issue, it's a BIG issue. Specifically, if this rule pops up on a "Watch out! All attacks are devastating!" Scenario, prepare for a struggle. Those Scenario types benefit heavily from the ability to use the Bow Sub-Weapon, since, well all attacks are devastating! With the Bow you can just stand back and safely attack enemies without much risk of being hit. Without the Bow, you have to get right up close and personal with the enemies in order to defeat them. Our suggestion for completing these levels without the Bow is to use a ranged character like Linkle or Link. Linkle moves quickly and all of her attacks are ranged, so she can get in and out of a group of enemies with little issue. If you use Link's Regular-Regular-Combo attack, you can maintain distance pretty effectively while picking off the enemy Captains. Just be extra cautious in these stages above all.

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Hyrule Warriors Legends

Master Quest Map
A-1

FINAL STAGE

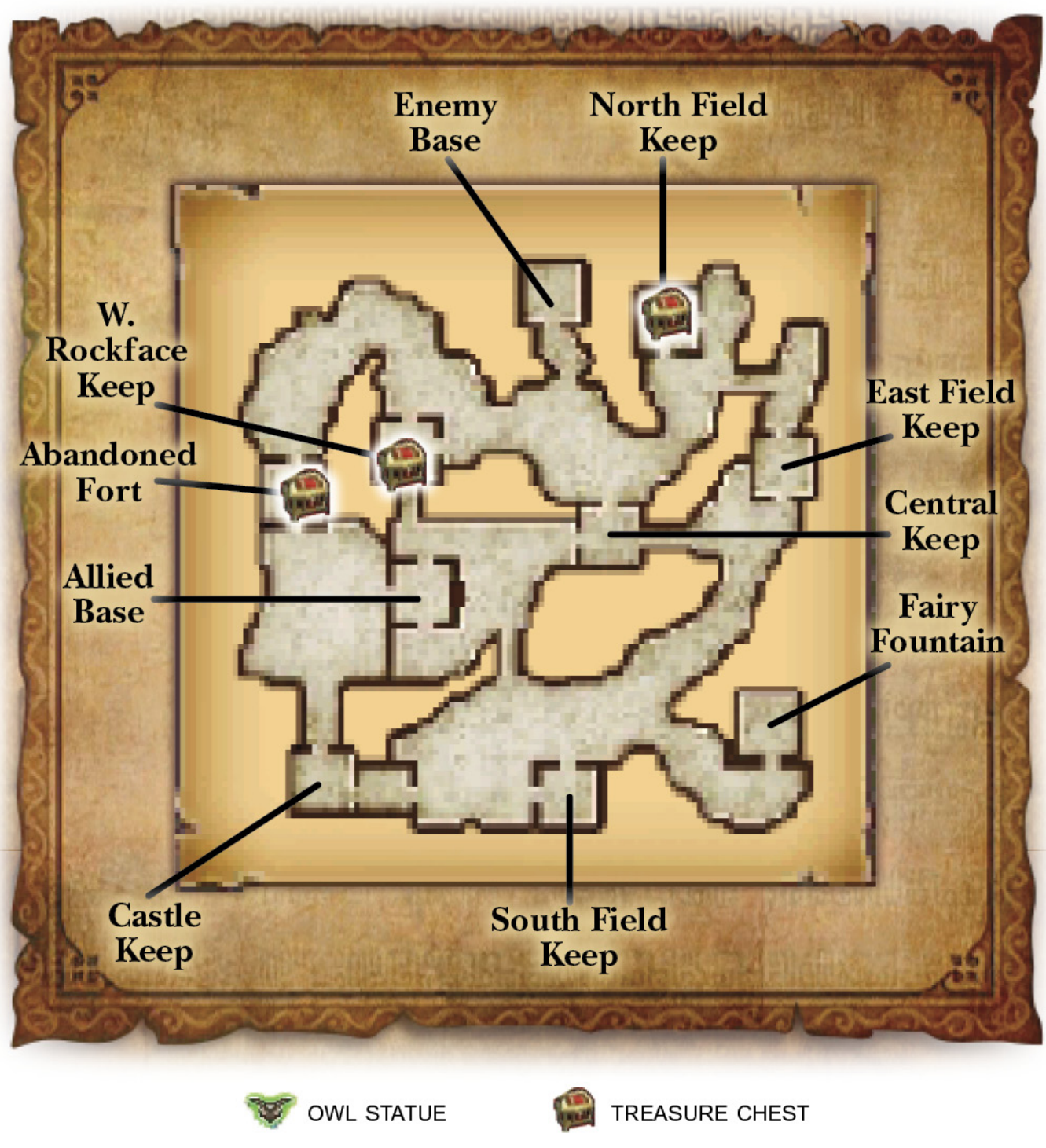
This is the final stage of the Master Quest Map. Completing it unlocks both the Termina Map and the Twilight Map in Adventure Mode.

DUNGEON SCENARIO: DEFEAT THE DEMON KING!

Unlockables	
1,000 KO Skulltula	Second Gold Skulltula

Search Item
Bombs: Link – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Cia	Zelda flees or the Allied Base falls

Master Quest Rule:
No Guarding

DEFEAT ENEMY TROOPS AND DEFEND THE ALLIED BASE

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu just east of your starting position, just above the South Field Keep. After defeating that Bombchu, immediately head toward the Bombchu on the east side of the map, heading toward the Central Keep. Now take out the Bombchu on the north side of the map; this one is set to head to the Allied Base Keep and if it detonates, you instantly lose the battle.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

DEFEAT THE ENEMY COMMANDER

You can find Cia in the Enemy Base Keep. You cannot open the Keep until you grab the Boss Key from the North Field Keep first, however.

DEFEAT GANON TO WIN

Pay close attention to Ganon's attacks: He emulates every Giant Boss except for The Imprisoned, and you must hit him with an item that the Giant Boss he's emulating is weak to. As a refresher, if he holds out his right hand and begins charging a fireball, race in and throw Bombs at his hand. If he lifts his left hand and begins charging a blue energy ball, dodge out of the way of the attack and shoot his hand with the Bow. If his shoulder spikes open up and begin firing small spikes, hit them with the Boomerang as soon as they are finished firing. If he flies into the air, pull him down with the Hookshot.

Once you've destroyed each of his parts, he starts performing attacks that make the gem on his head glow. When you see it glow, shoot him with your Bow to make him reveal his Weak Point Mark. Perform a handful of Smashes to defeat him.

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Hyrule Warriors Legends

Master Quest Map

A-2

FIGHT THROUGH THE ROYALTY QUIZ!

Unlockables

Digging Mitts

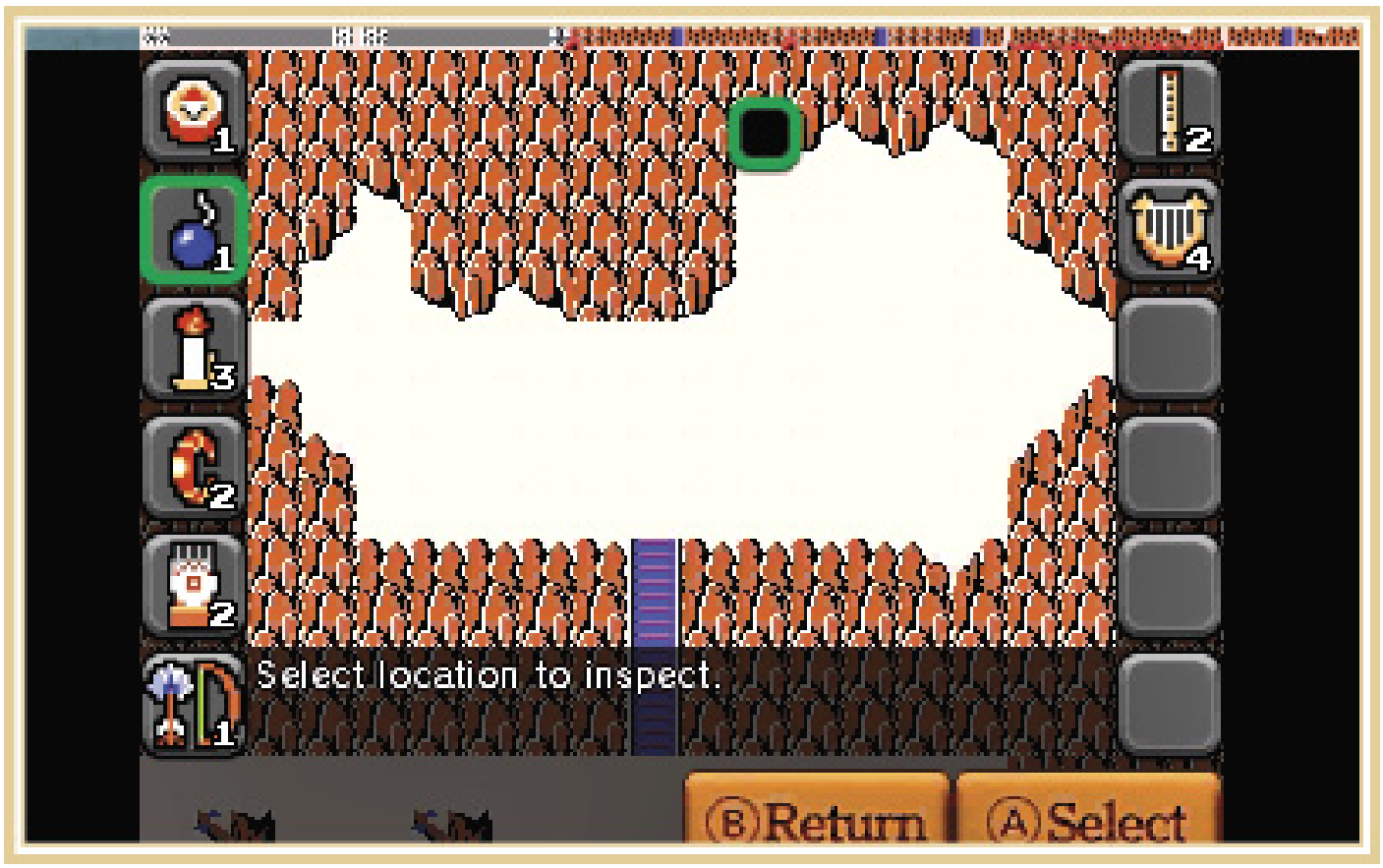
Search Item

Bombs: Impa – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 6,000 damage or less



Master Quest Rule:

No Healing

DEFEAT THE KING OF TWILIGHT

Defeat Zant.

DEFEAT THE SERVANT OF THE ROYAL FAMILY

Defeat Impa.

DEFEAT THE ROYAL COMMANDER

Defeat Zelda.

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HYRULE WARRIORS LEGENDS

Master Quest Map
A-3

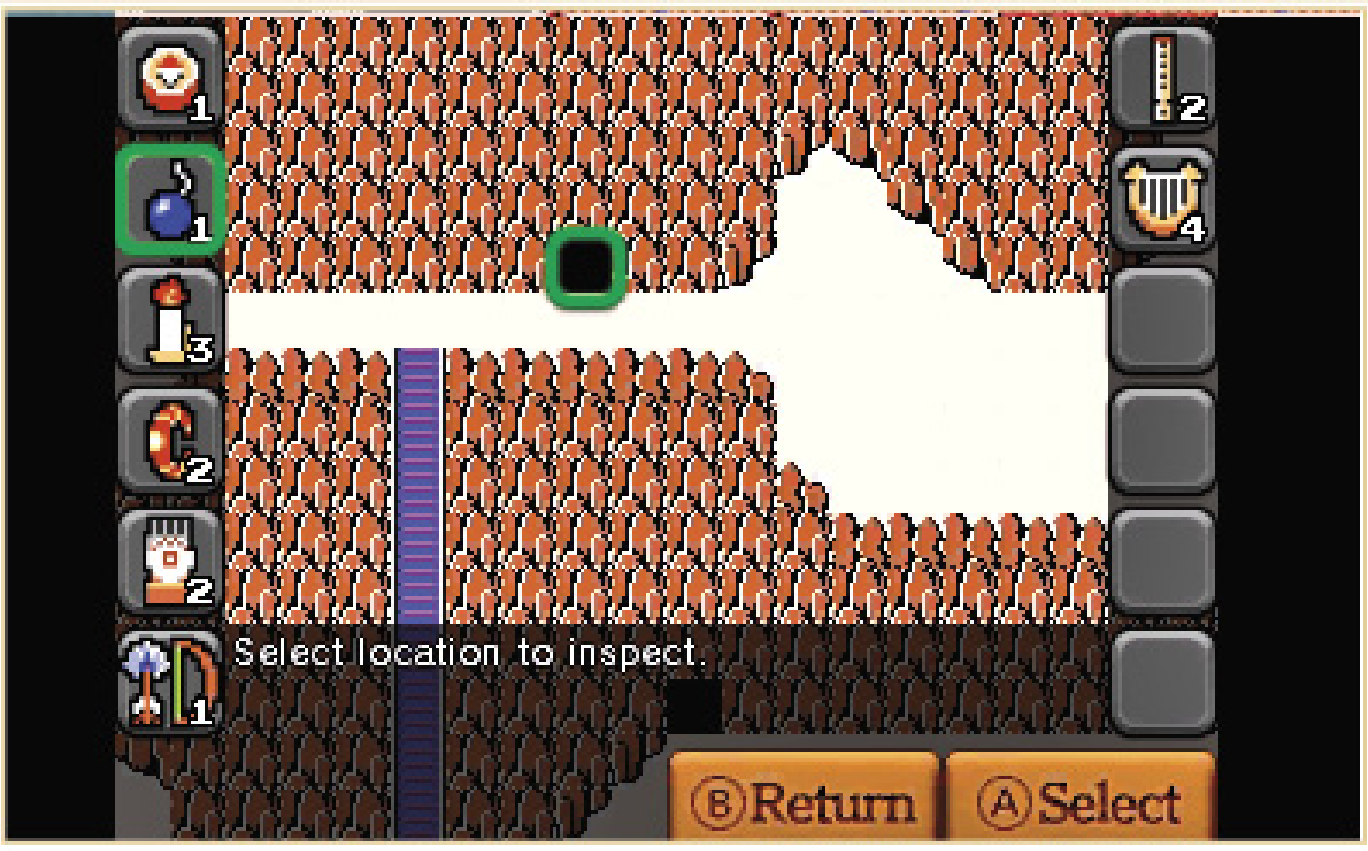
ADVENTURE BATTLE:

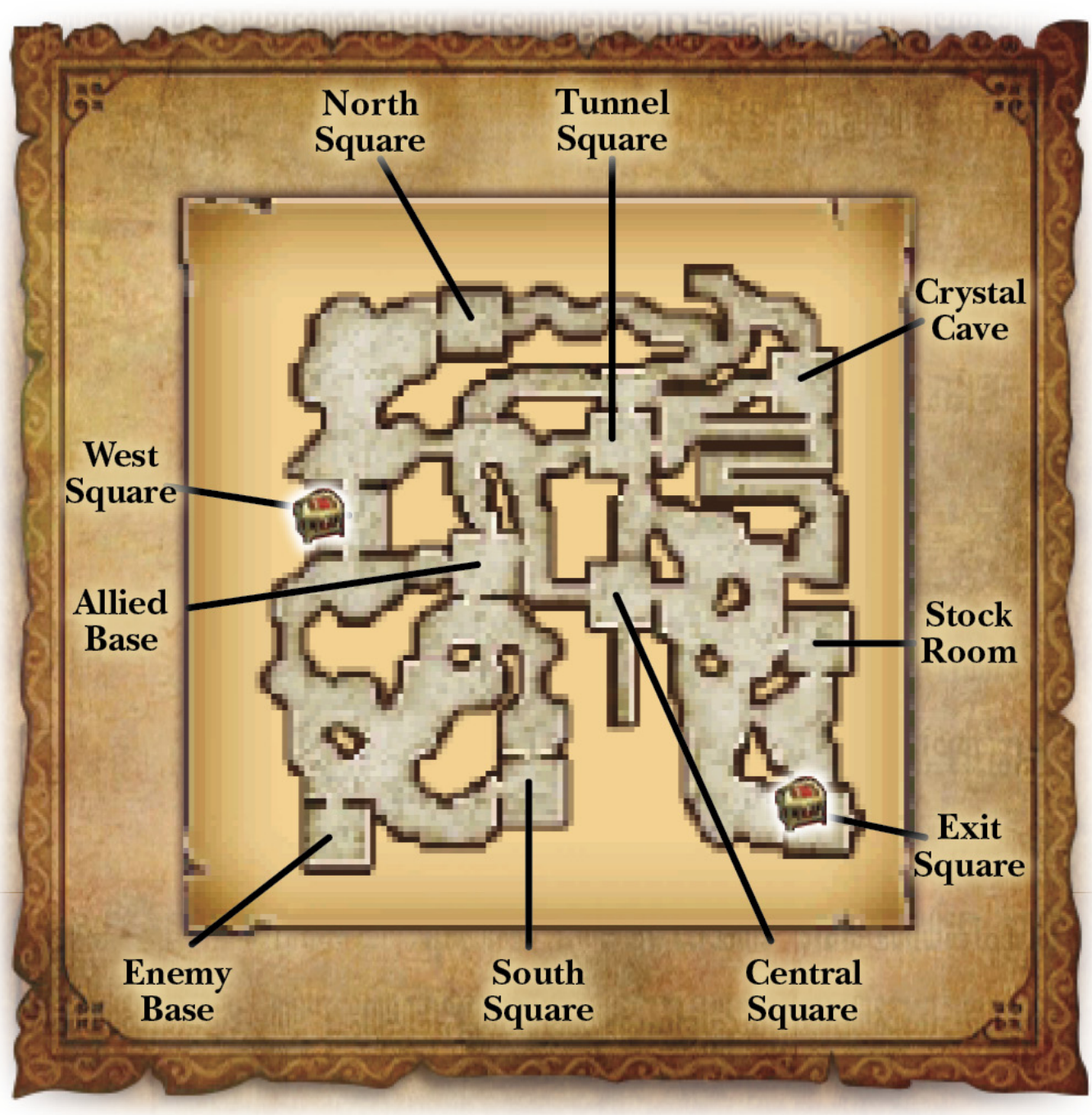
DASH GALLANTLY INTO BATTLE!

Unlockables	
Bombs	Darunia – Heart Container (Treasure)
Fairy Clothing: Jewelry (Treasure)	

Search Item
Bombs: Darunia's Megaton Hammer (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	





Victory Conditions	Defeat Conditions
Defeat Icy Big Poe and Stalmaster	Cia flees or the Allied Base falls

Master Quest Rule:
Speed Run

DEFEAT A VALUED ENEMY CAPTAIN

A Captain from both enemy armies appears on the map. Find the nearest one and defeat it to gain access to that Captain's Commander.

COVER CIA, AND DEFEAT STALMASTER

As soon as the Enemy Base Keep's gates open, your Commander makes a bee-line for the enemy Commander. Protect your Commander and take the enemy Commander as quickly as possible.

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HYRULE WARRIORS LEGENDS

Master Quest Map
A-4

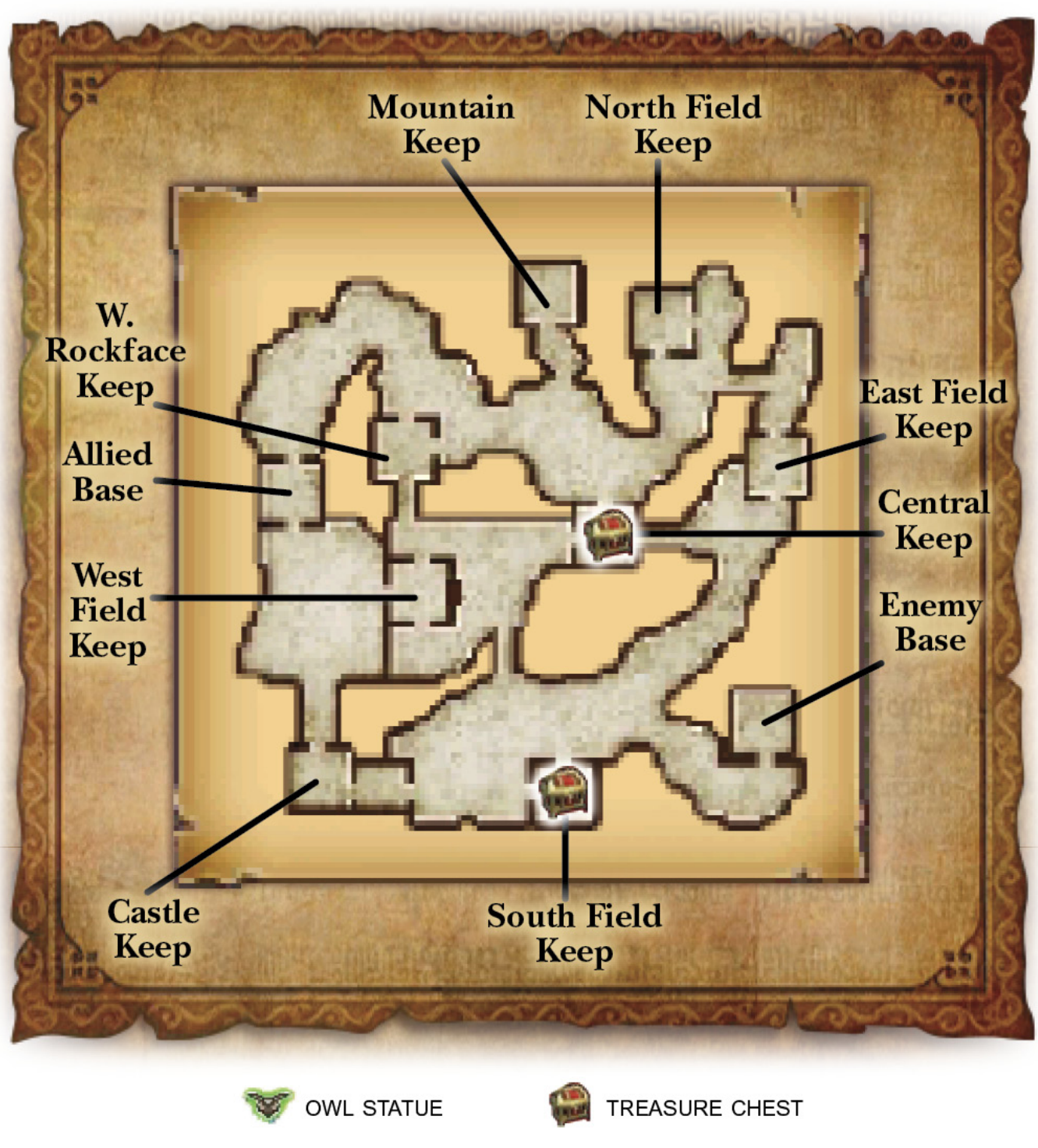
ADVENTURE BATTLE:

STOP THE HEALERS FROM, WELL, HEALING!

Unlockables
Power Bracelet

Search Item
Ice Arrows: Lana's Sorceress Tome (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Cia	Zelda flees or the Allied Base falls

Master Quest Rule:
No Healing

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

To open the gates of the Enemy Base Keep, you must capture all of the Keeps marked on your map.

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Master Quest Map
A-5

FIGHT THROUGH THE LEGENDARY WARRIOR QUIZ!

Unlockables	
Bombs	Tetra – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less

Master Quest Rule:
No Guarding

DEFEAT THE SAGE OF WATER

Defeat Ruto.

DEFEAT THE INSECT PRINCESS

Defeat Agitha.

DEFEAT THE HORSE RIDER

Defeat Ganondorf. Be extremely careful not to hit the Bokoblin that appears along with Ganondorf. You're better off selecting a Warrior with more focused attacks like Ghirahim. That way, you can avoid any attacks that might catch the Bokoblin in the crossfire.

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Hyrule Warriors Legends

Master Quest Map
A-6

ADVENTURE BATTLE:

DESTROY ENEMIES AND TRAITORS ALIKE!

Unlockables

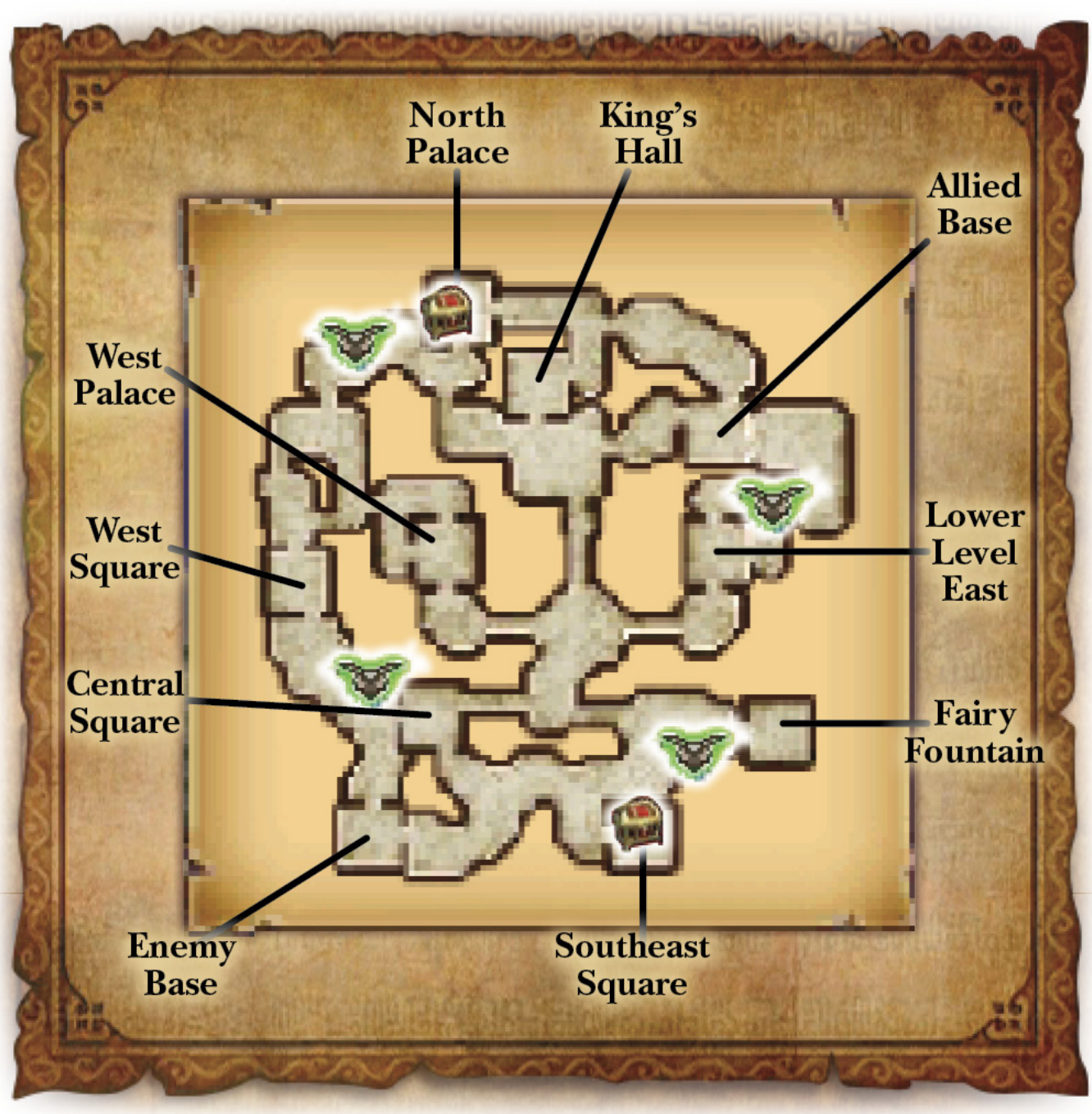
Power Bracelet	Tingle – Heart Container (Treasure)
Fairy Food: Plant	

Search Item

Digging Mitts: Tingle's Mr. Fairy Balloon (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Ganondorf	Zelda flees or the Allied Base falls

Master Quest Rule:

No Healing

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders that are hiding out in the five Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leaders eventually stop converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leaders, just capture the marked Keeps. When you capture the right Keeps, a Turncoat Leader appears inside of it. Defeat all of them to complete the mission.

COVER ZELDA, AND DEFEAT GANONDORF

As soon as the Enemy Base Keep's gates open, your Commander makes a bee-line for the enemy Commander. Protect your Commander and take the enemy Commander as quickly as possible.

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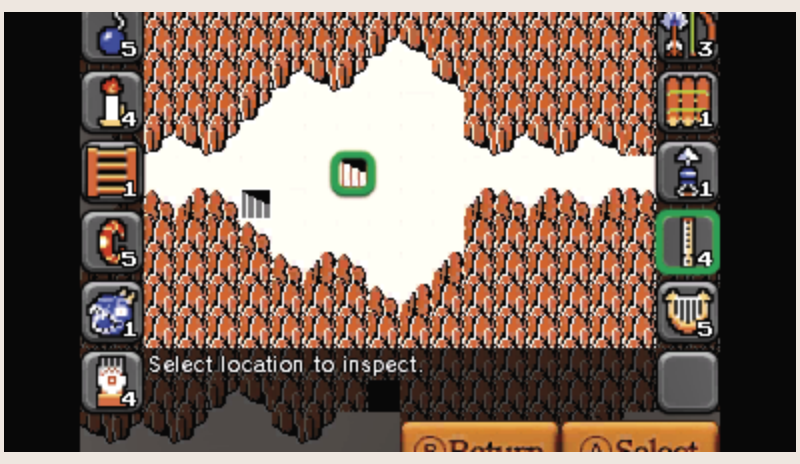
Hyrule Warriors Legends

Master Quest Map
A-7

MISSING ENEMIES



You must use a Recorder in the Search Screen to make the enemies appear in this Scenario.

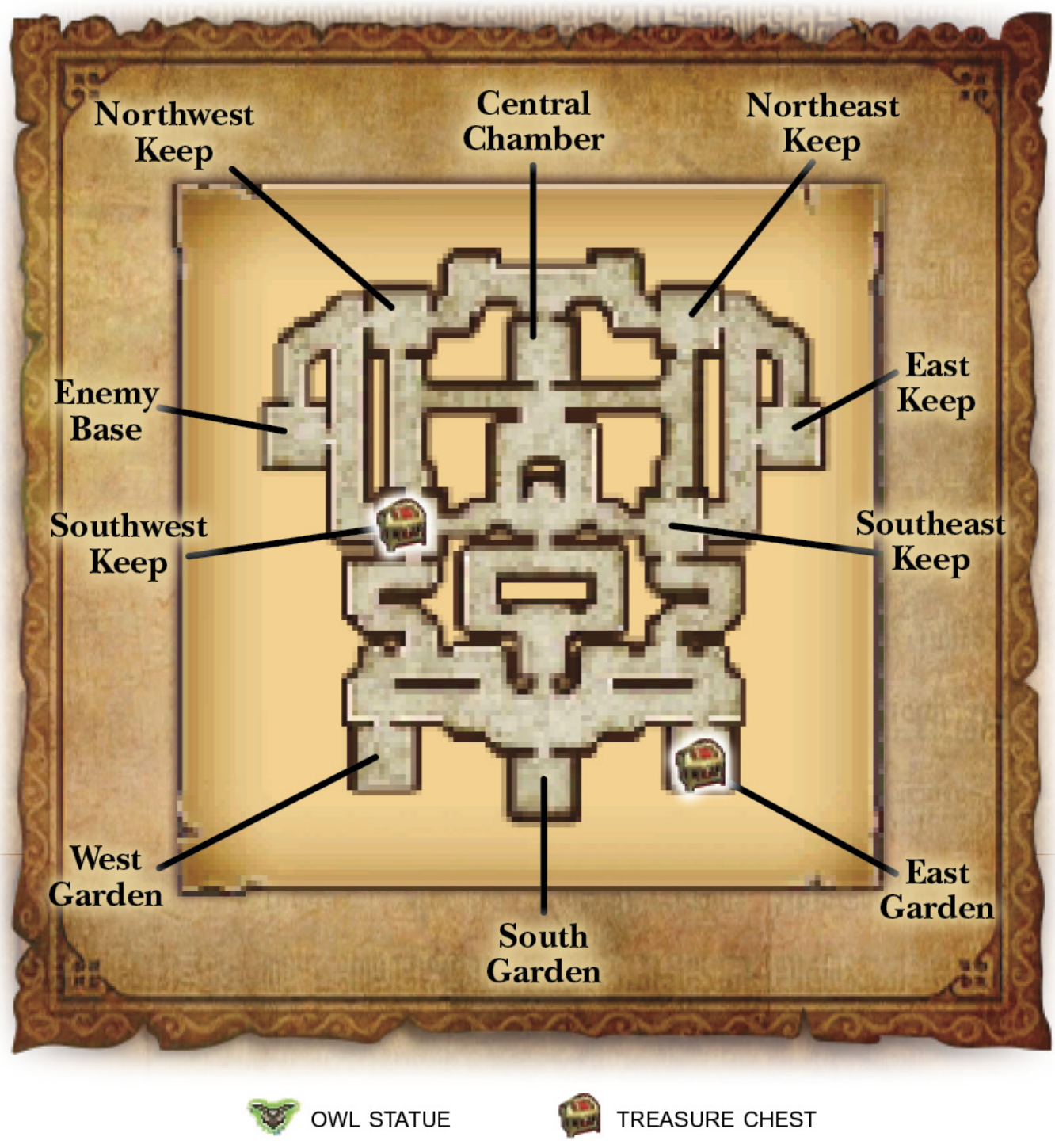
ADVENTURE BATTLE:

PREVENT THE SORCERESS'S SCHEME!

Unlockables	
Harp	Sheik – Heart Container (Treasure)

Search Item
Power Bracelet: Sheik's Triforce Harp (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less



Victory Conditions	Defeat Conditions
Defeat Cia	Ganondorf or Volga flees

Master Quest Rule:
No Guarding

SAVE THE STRANDED ALLIED FORCES!

A few of your Allied Captains are isolated behind enemy lines. Get over there and defeat the marked enemy Captains to free your ally before they are defeated.

CAPTURE ONE OF THE KEEPS AND BREAK THROUGH!

To reach your allies, first capture one of the two marked Keeps to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps appears. Capture either one of those Keeps to gain full access to the map. Once you defeat the marked enemies attacking your allies, the mission is finished.

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Master Quest Map

A-8

DEFEAT ALL ENEMIES!

Unlockables

Compass

Search Item

Bombs: Ganondorf – Heart Container

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

Master Quest Rule:

No Healing

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Hyrule Warriors Legends

Master Quest Map
A-9

MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

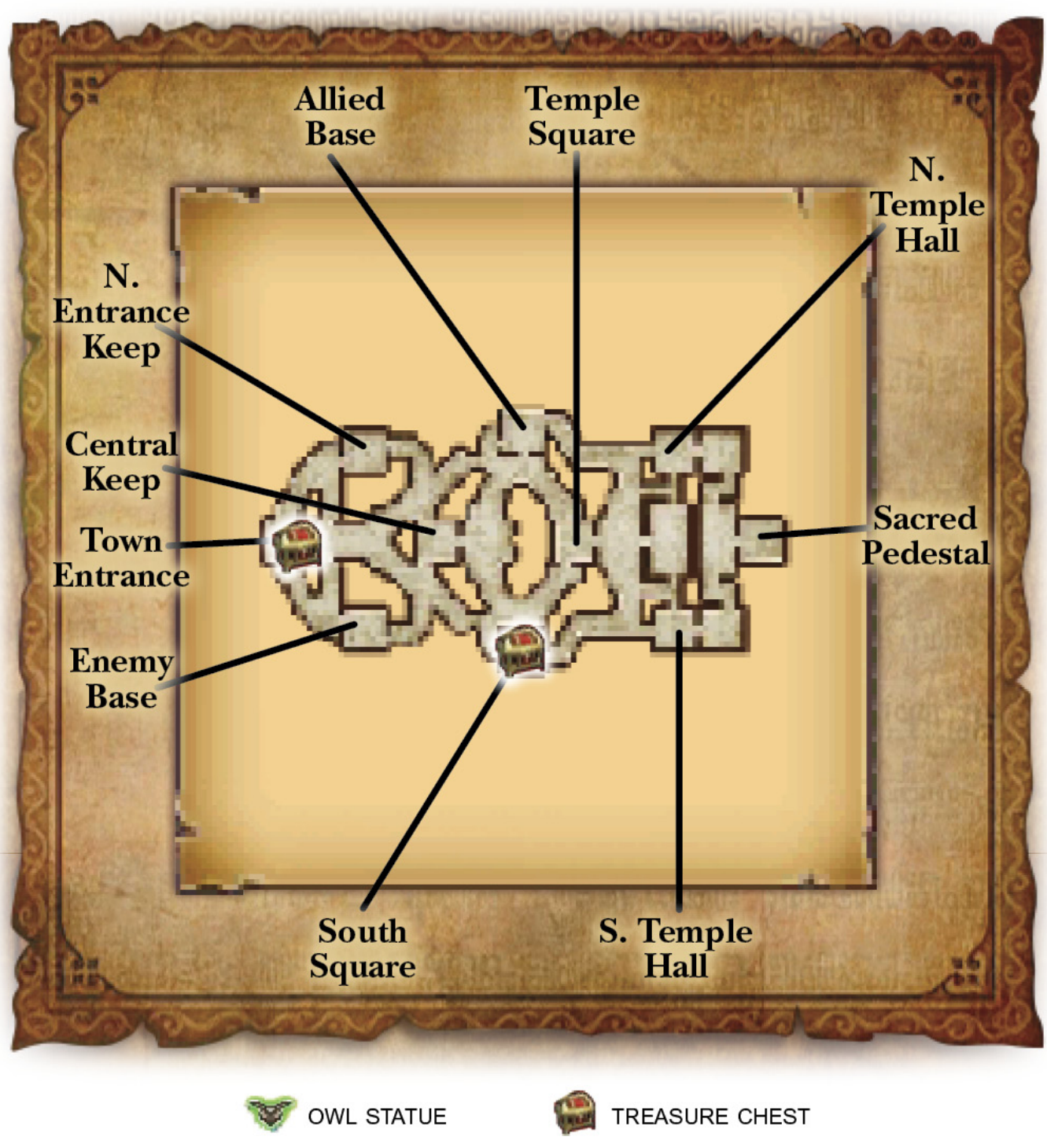
ADVENTURE BATTLE:

FIGHT AS A WARRIOR OF WATER!

Unlockables
Recorder

Search Item
Ice Arrow: Link's Great Sky Fairy (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Sheik	Cia flees or the Allied Base falls

Master Quest Rule:
No Healing

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the three Captains marked on your map to open the gates to the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Master Quest Map

A-10

RACK UP YOUR KO COUNT!

Unlockables

None

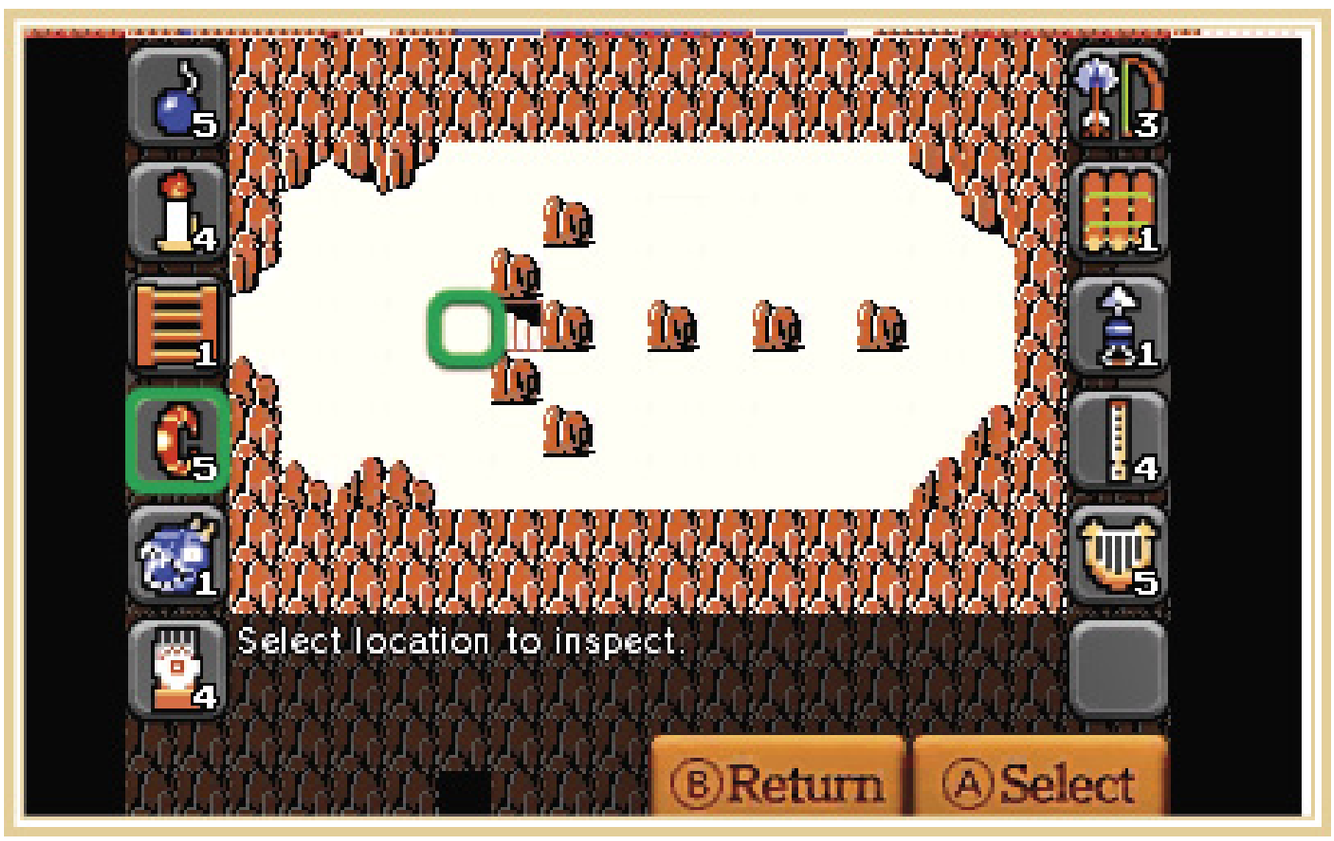
Search Item

Power Bracelet: Wizzro's Magical Ring (A-Rank)

A-Rank

KOs – 1,200 enemies or more

DAMAGE – 4,000 damage or less



Master Quest Rule:

No Healing

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HYRULE WARRIORS LEGENDS

Master Quest Map
A-11

ADVENTURE BATTLE:

DESTROY ENEMIES AND TRAITORS ALIKE!

Unlockables

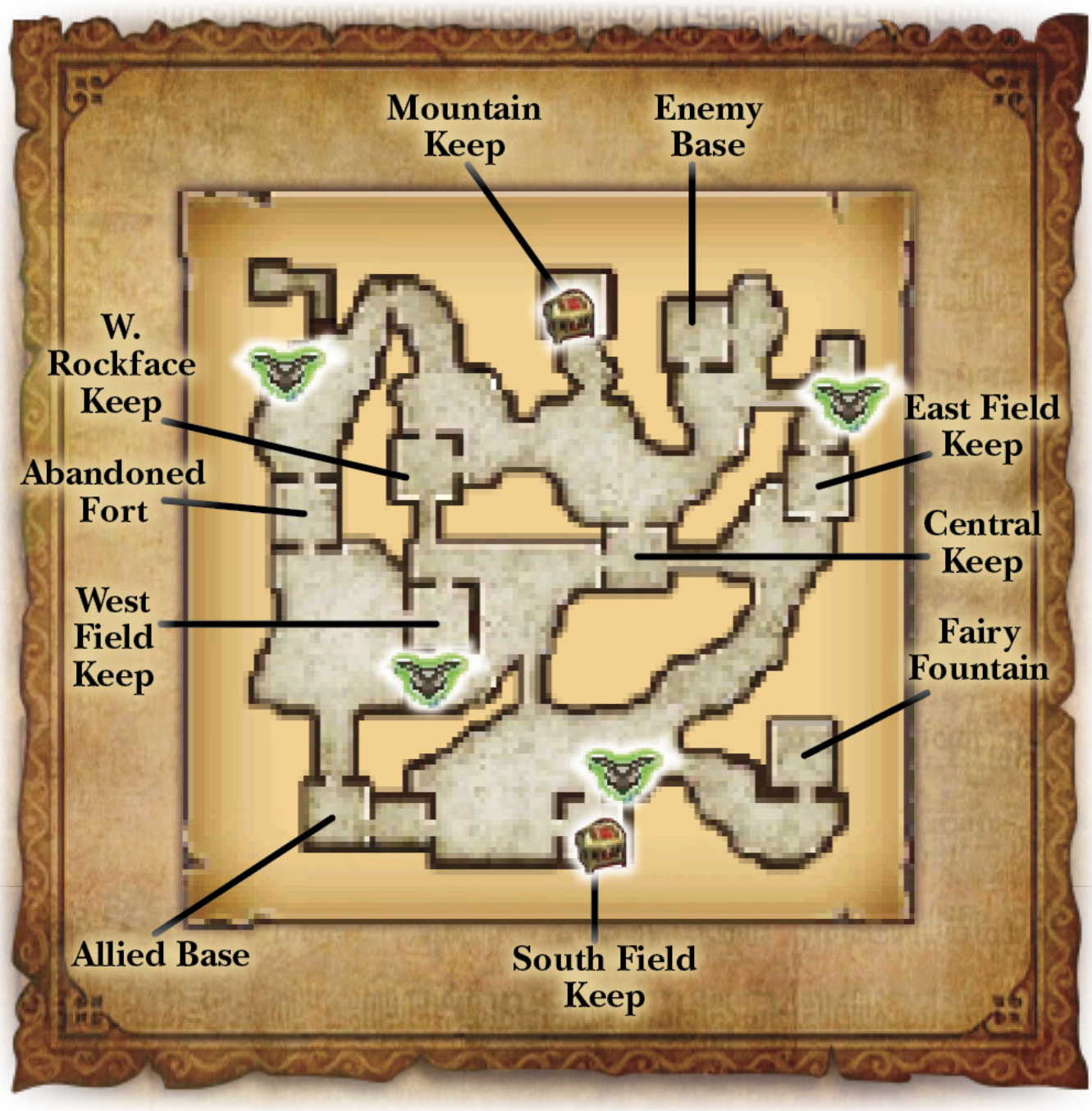
Link – Heart Container (Treasure)

Search Item

Water Bombs: Link's Power Gloves (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less



Victory Conditions	Defeat Conditions
Defeat Zelda	Midna flees or the Allied Base falls

Master Quest Rule:

No Guarding

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in one of the six Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stop converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat them to complete mission.

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Hyrule Warriors Legends

Master Quest Map
A-12

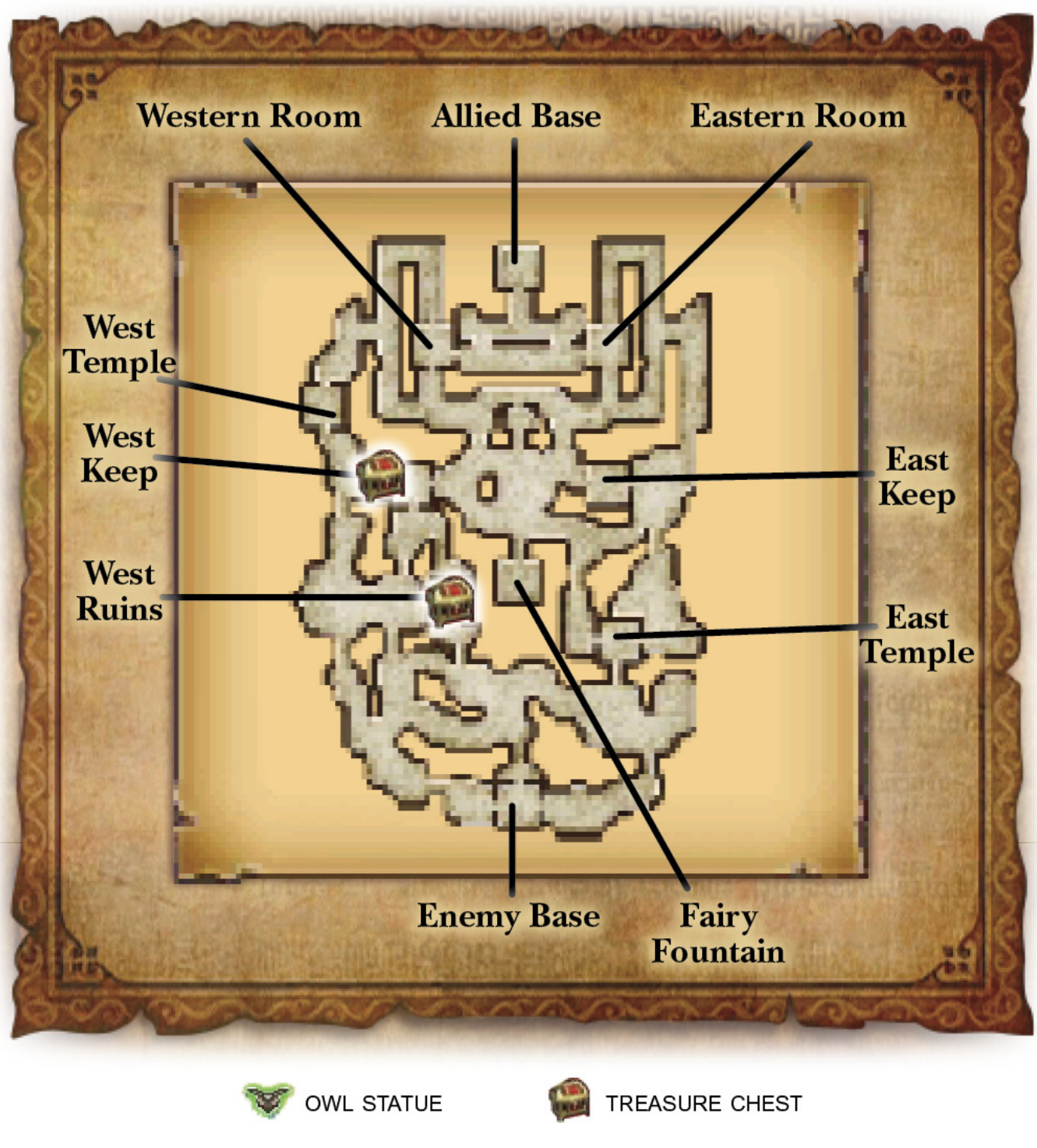
ADVENTURE BATTLE:

DEFEAT THE WARRIORS OF TWILIGHT!

Unlockables	
Harp	Fairy Clothing: Top (Treasure)

Search Item
Water Bombs: Ruto's Water Dragon Scale (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Midna	Sheik flees of the Allied falls

Master Quest Rule:
No Healing

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

To open the gates of the Enemy Base Keep, capture all of the Keeps marked on your map.

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Master Quest Map
A-13

DEFEAT ALL ENEMIES!

Unlockables
Compass

Search Item
Digging Mitts: Costume – Lana's Standard Outfit (Master Quest)

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Guarding

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Hyrule Warriors Legends

Master Quest Map
A-14

GUARD THE ALLIED KEEPS WITH YOUR LIFE!

Unlockables

Ice Arrow

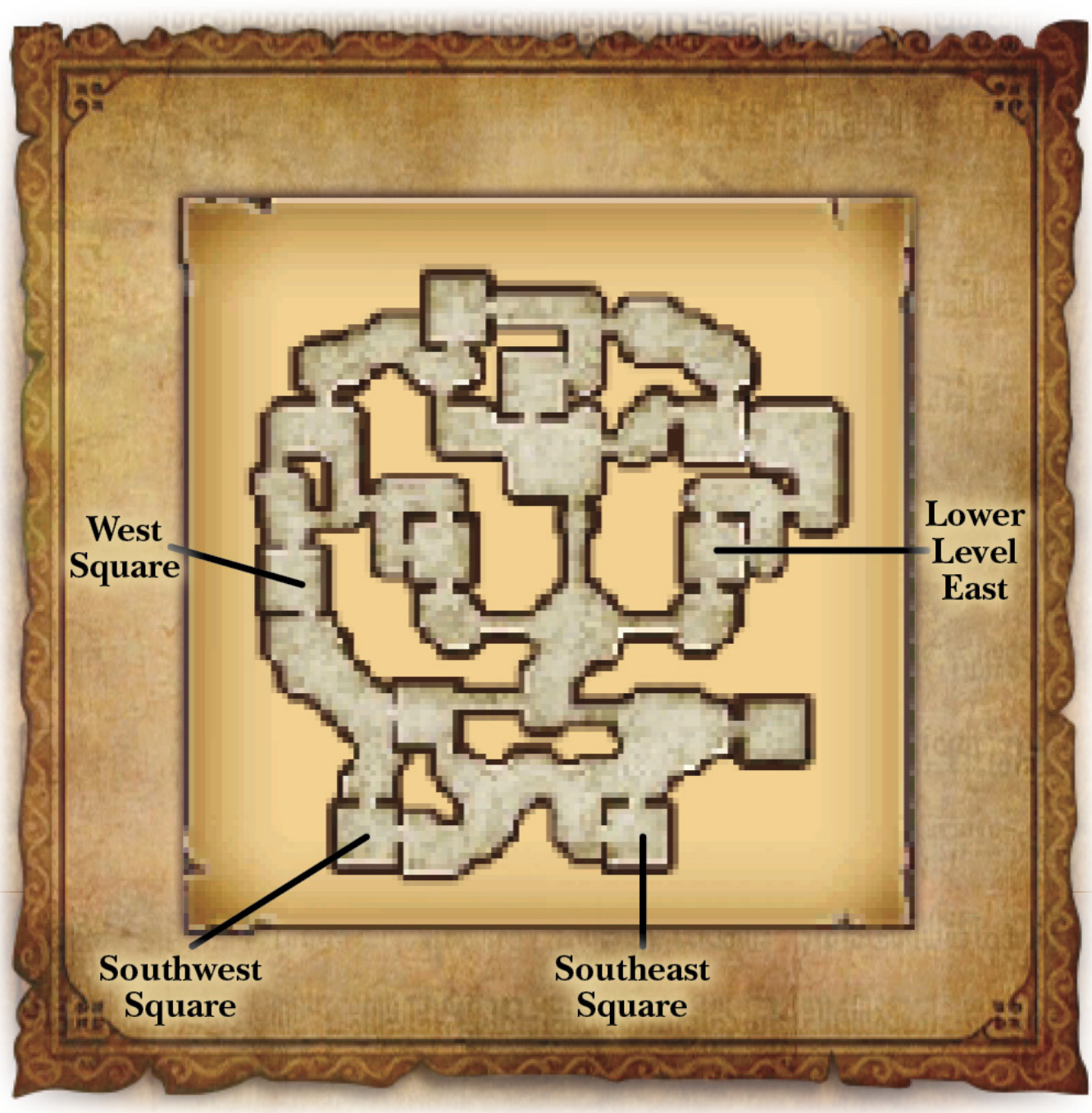
Search Item

Bombs: Skull Kid – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

HEALTH – 4,000 damage or less



Master Quest Rule:

No Healing

First head south and defeat the two Shield Moblins on the south half of the map. Immediately race to the Southeast Square Keep after that and take out the Stalchildren that appear inside of it.

Two Messengers appear on the map after you defeat the Stalchildren. Defeat them before they reach their destinations or you are almost guaranteed to die. As soon as the Stalchildren are defeated, race north up the center of the map. One Messenger starts here while the other passes through the center; you can take them both out with relative ease if you make it to the center of the map quickly enough.

Now attack the two Shield Moblins on the northeast corner of the map. Immediately after defeating the Shield Moblins, head directly back to the Southeast Square Keep. More Stalchildren appear on the map next to that Keep and the West Square Keep.

As soon as you defeat the Stalchildren in the Southeast Square Keep, race to the West Square Keep and defeat the Stalchildren there. As you're approaching the West Square Keep, the final two Shield Moblins begin heading toward that Keep, as well. Take out the Stalchildren, then wait just outside the north exit of the West Square Keep to intercept the Shield Moblins and their Stalchildren comrades. Defeat them all to win the scenario.

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HYRULE WARRIORS LEGENDS

Master Quest Map
A-15

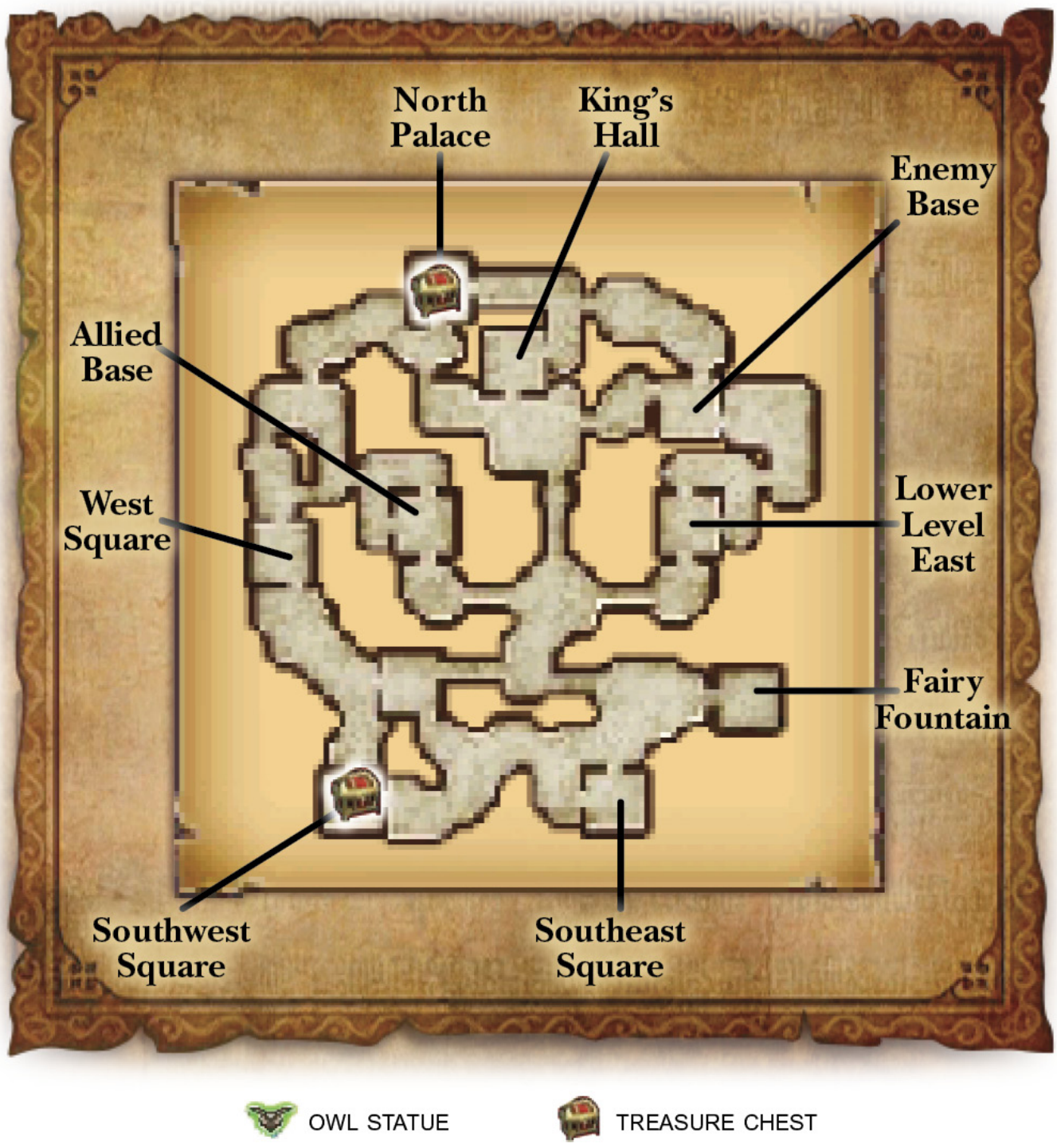
ADVENTURE BATTLE:

DEFEAT THE SHIELD MOBLIN FORCES!

Unlockables	
Volga – Heart Container (Treasure)	Volga – Piece of Heart (Treasure)
1,000 KO Skulltula	Second Gold Skulltula

Search Item
Digging Mitts: Costume – Volga's Standard Outfit (Master Quest)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Link	Midna flees or the Allied Base falls

Master Quest Rule:
Speed Run

DEFEAT ENEMY TROOPS AND DEFEND THE ALLIED BASE

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu just south of your starting position to the right of the Southwest Square Keep. After defeating that Bombchu, immediately head north toward the Bombchu heading toward the Central Square Keep. Now take out the Bombchu on the north side of the map; this one is set to head to the Allied Base Keep and if it detonates, you instantly lose the battle.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

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Hyrule Warriors Legends

Master Quest Map
A-16

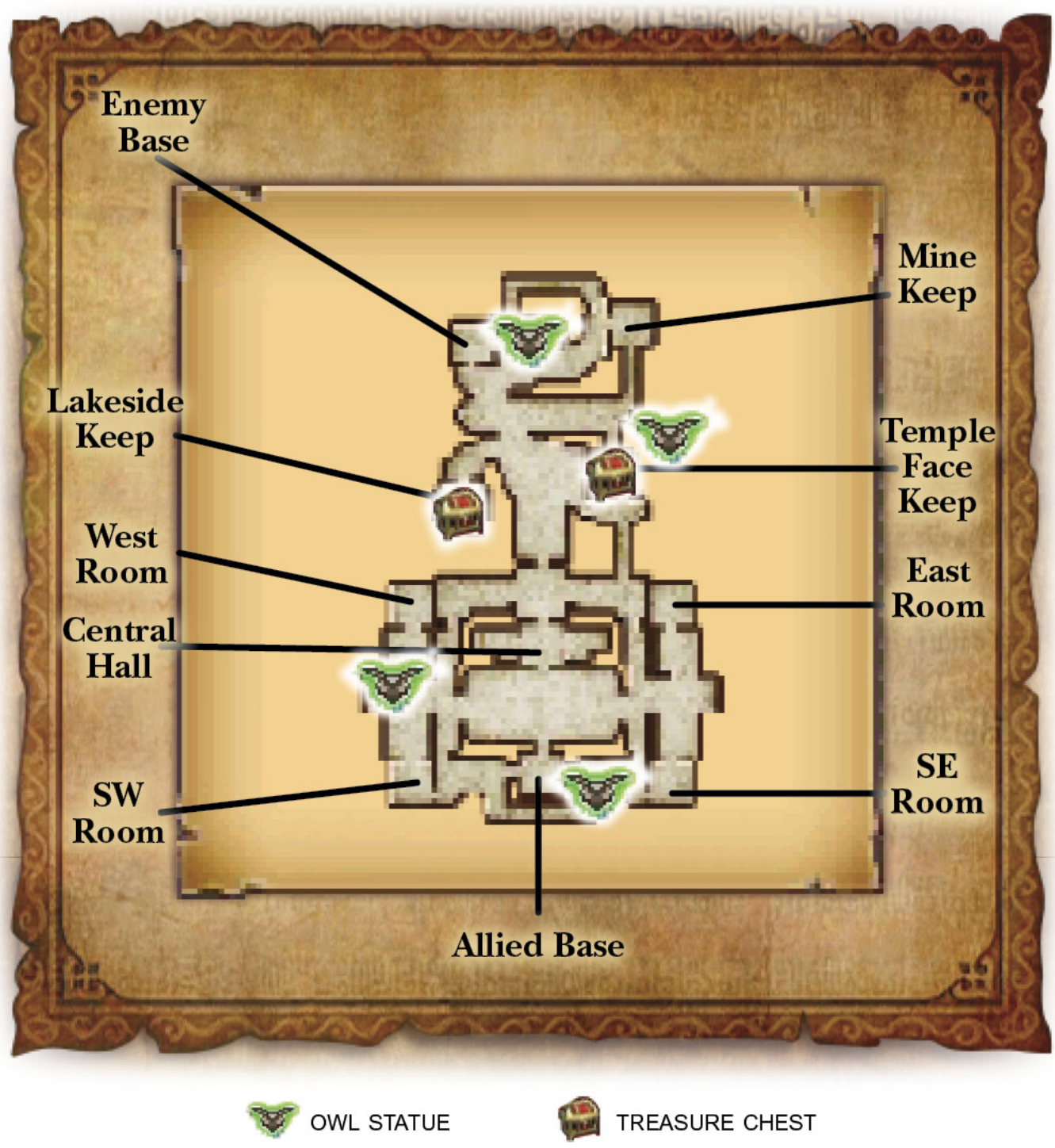
ADVENTURE BATTLE:

DEFEAT ENEMIES AND TRAITORS ALIKE!

Unlockables
Volga – Heart Container (Treasure)

Search Item
Digging Mitts: Twili Midna's Mirror of Twilight (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less



Victory Conditions	Defeat Conditions
Defeat Zelda	Ruto flees or the Allied Base falls

Master Quest Rule:
No Guarding

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in one of the six Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stops converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat him to complete the mission.

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Master Quest Map

B-1

DEFEAT 1,000 ENEMIES IN TIME!

Unlockables

King Daphnes – Heart Container (A-Rank)

Search Item

None

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

Master Quest Rule:

No Guarding

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Hyrule Warriors Legends

Master Quest Map
B-2

MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

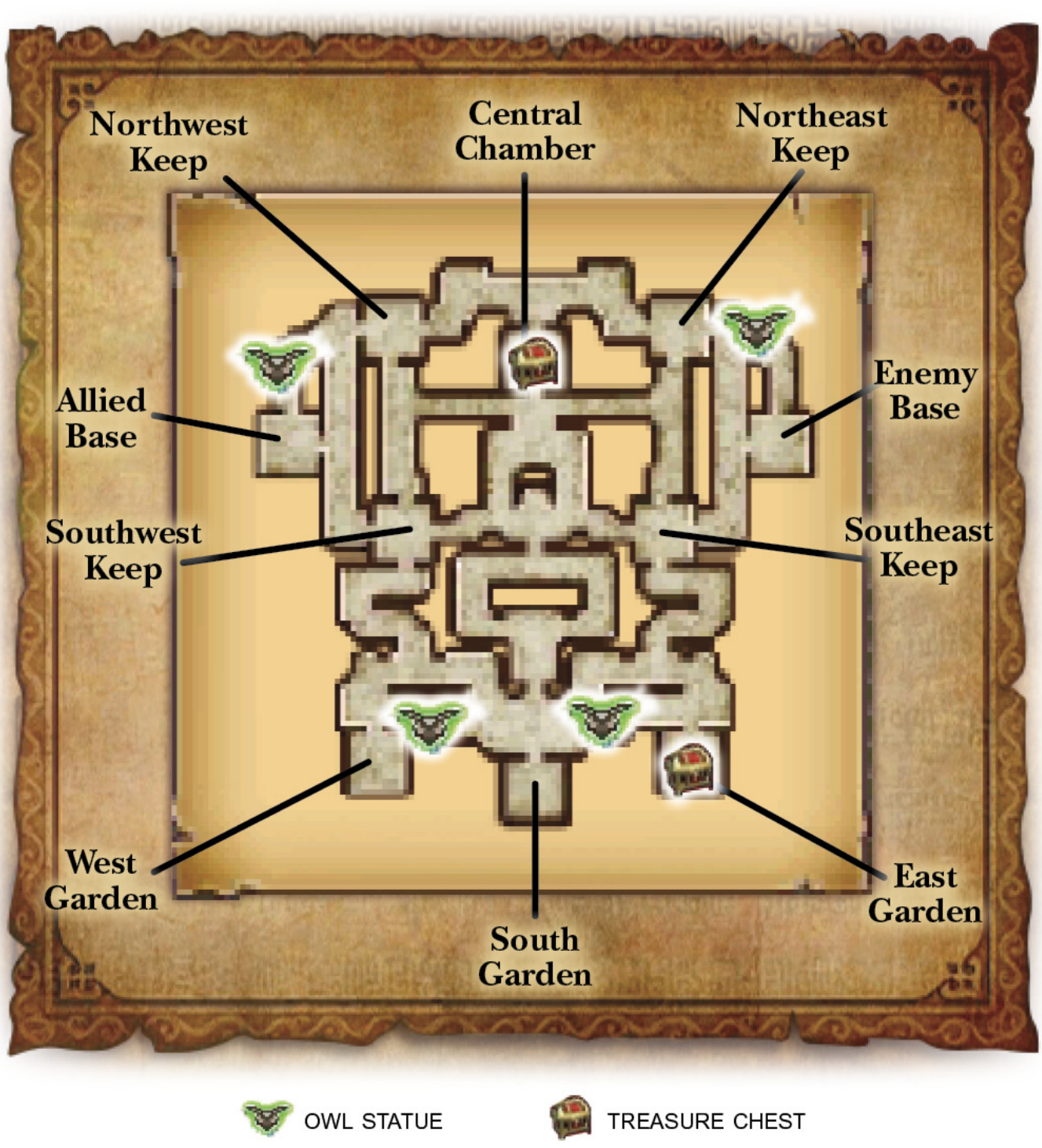
ADVENTURE BATTLE:

DEFEAT ENEMIES AND TRAITORS ALIKE!

Unlockables
Cia – Heart Container (Treasure)

Search Item
Power Bracelet: Cia's Scepter of Souls (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Sheik	Wizzro flees or the Allied Base falls

Master Quest Rule:
No Healing

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in one of the five Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stops converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat him to complete the mission.

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Hyrule Warriors Legends

Master Quest Map
B-3

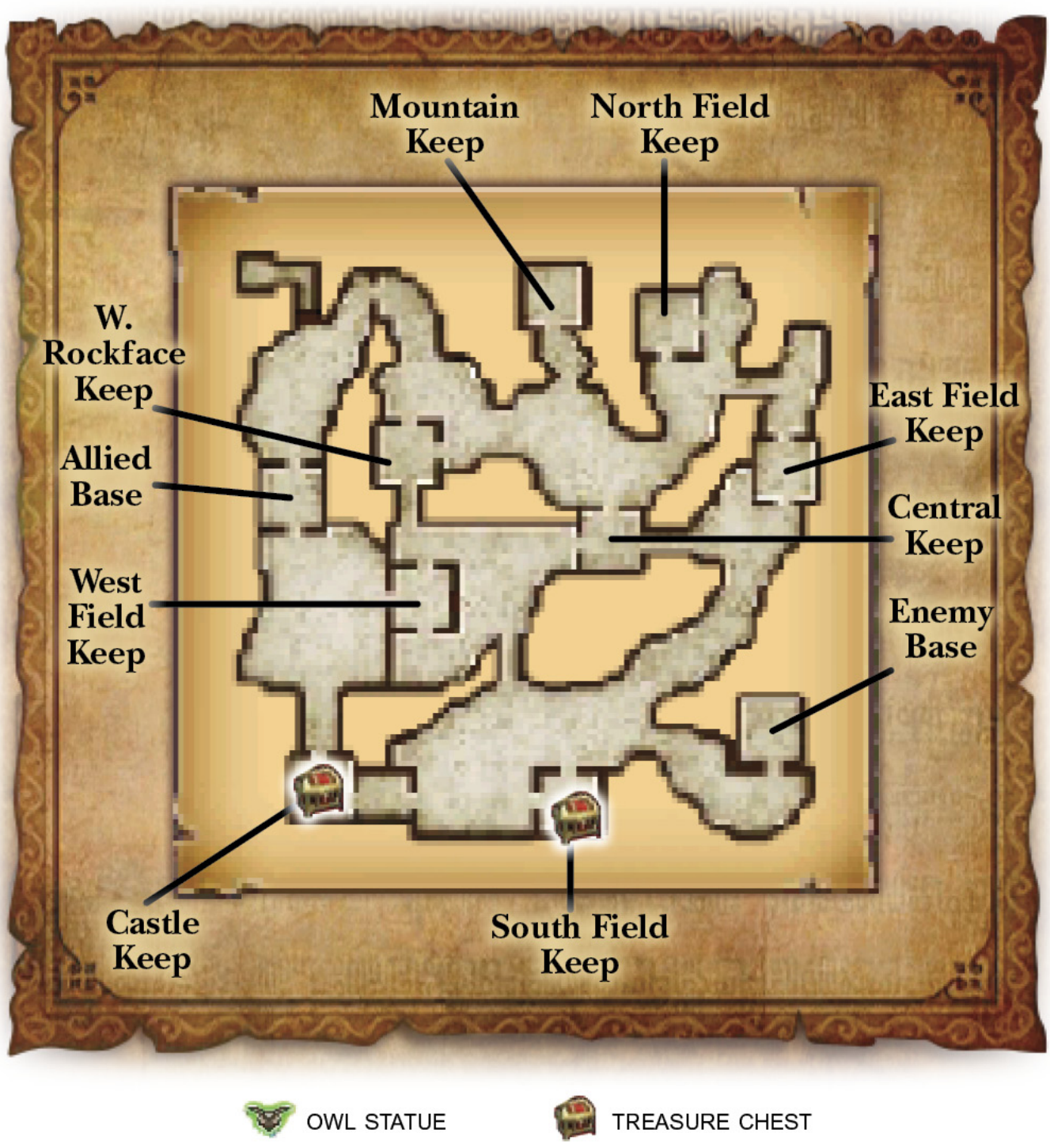
ADVENTURE BATTLE:

FIGHT THE CHOSEN ONES!

Unlockables	
Compass	Midna – Heart Container (Treasure)

Search Item
Bombs: Midna's Sol Shackle (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Link	Cia flees or the Allied Base falls

Master Quest Rule:
No Guarding

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Defeat the three Captains marked on your map to progress the mission. Captains are constantly produced by enemy Keeps and pretty much every one of them—including the marked Captains and Warriors—start marching toward the Allied Base. Be quick and don't linger in any one place for too long or the Allied Base will fall.

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Hyrule Warriors Legends

Master Quest Map
B-4

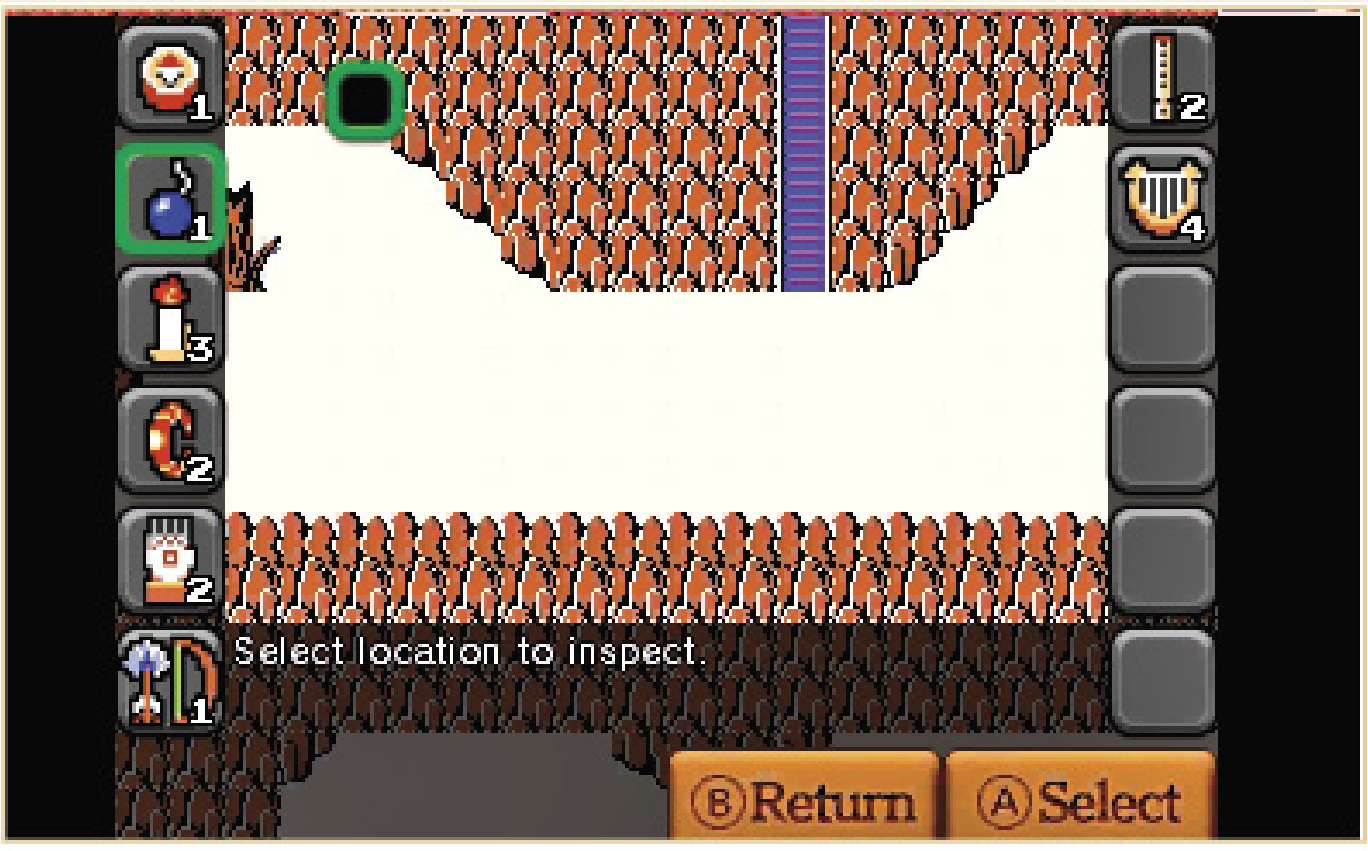
ADVENTURE BATTLE:

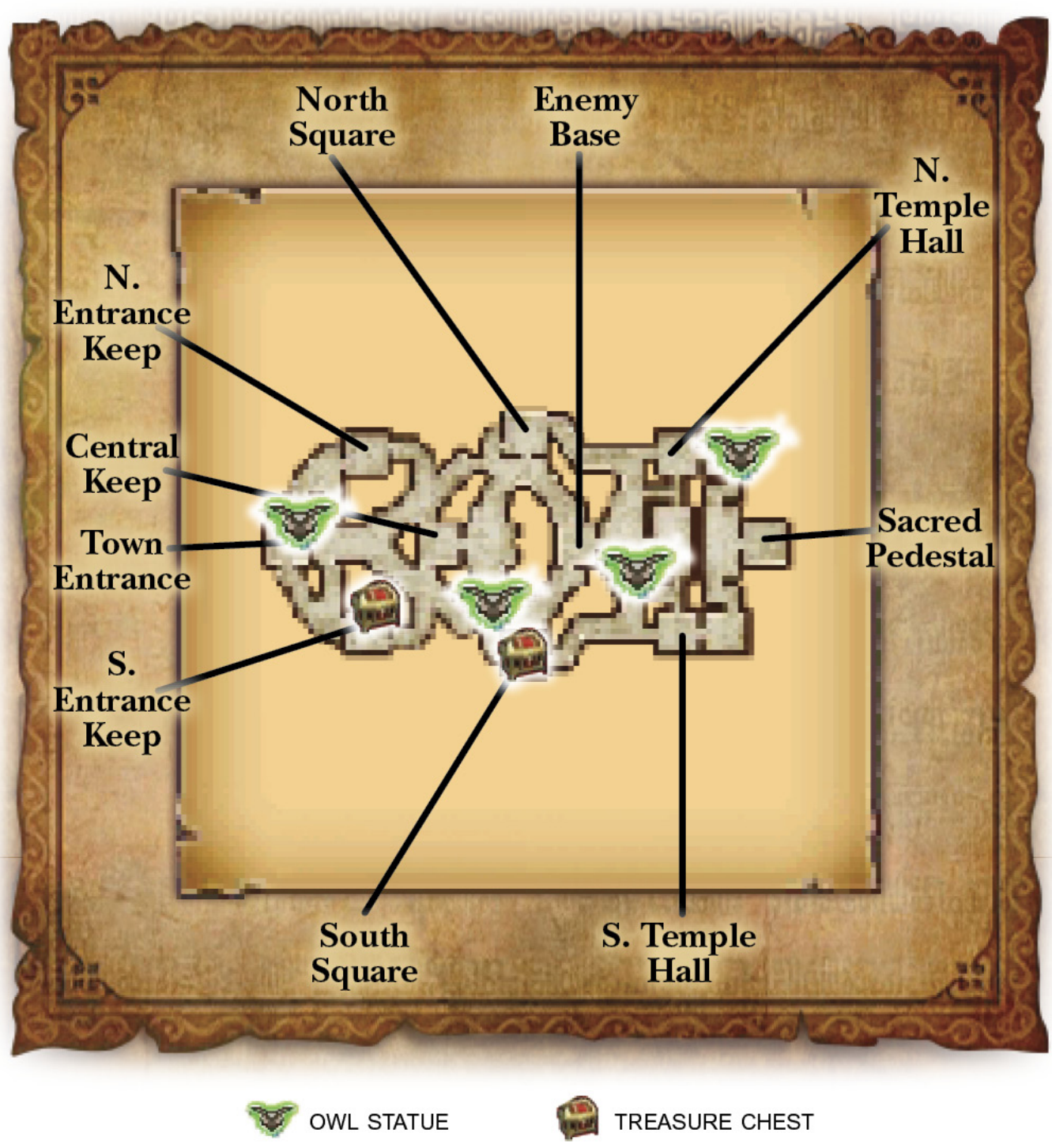
DESTROY THE ARMY WITH BOOSTED MORALE!

Unlockables
Bombs

Search Item
Bombs: Ganondorf's Swords of Demise (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	





Victory Conditions	Defeat Conditions
Defeat Cia	Zelda flees

Master Quest Rule:
Speed Run

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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HYRULE WARRIORS LEGENDS

Master Quest Map
B-5

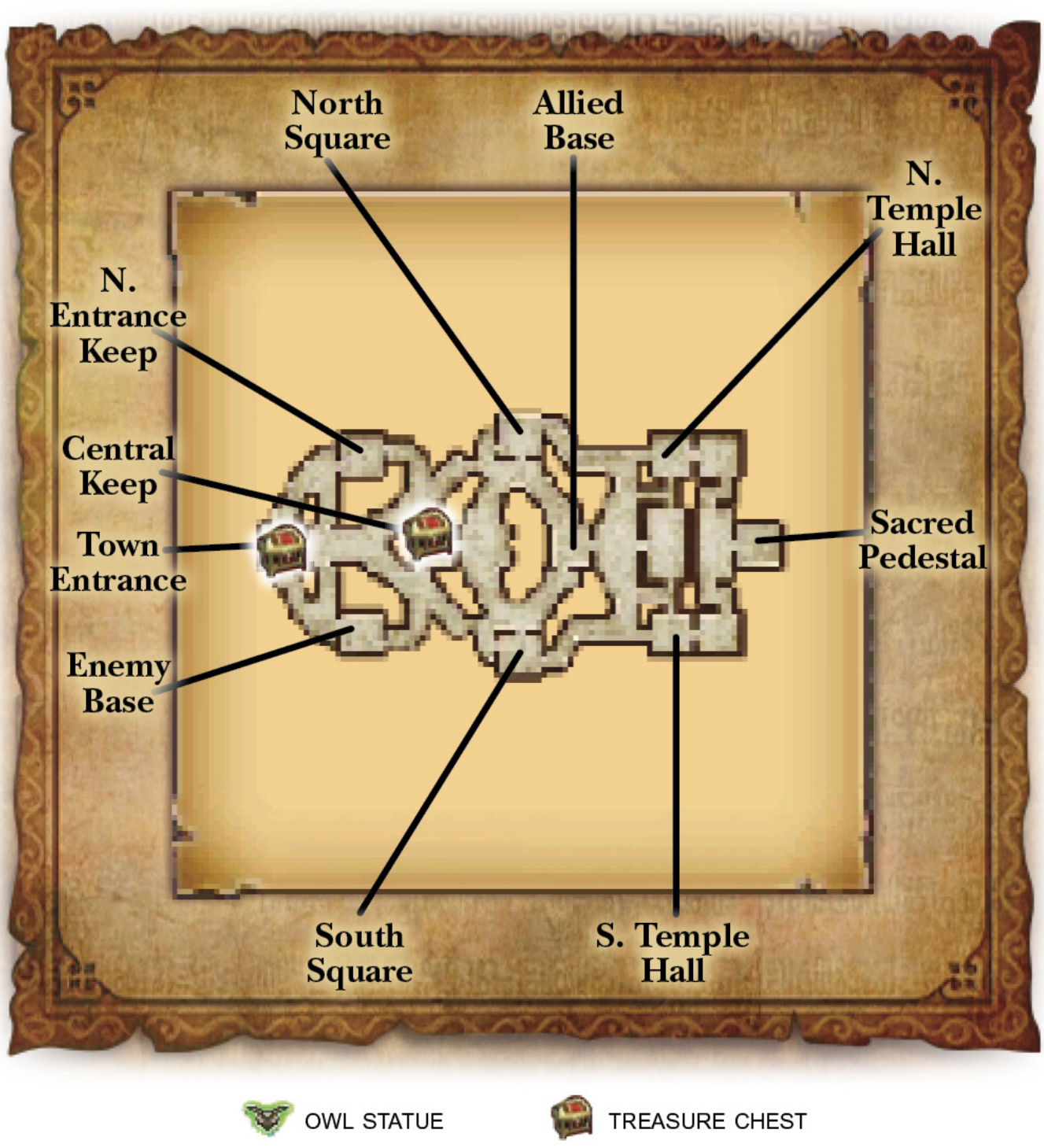
ADVENTURE BATTLE:

PREVENT REINFORCEMENTS FROM ARRIVING

Unlockables
Ice Arrow
Linkle – Heart Container (Treasure)
Fairy Clothing: Bottoms (Treasure)

Search Item
Bombs: Linkle's Legend's Crossbows (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Cia	Link flees or the Allied Base falls

Master Quest Rule:
No Healing

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You must then recapture that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu that's in the northeast corner of the battlefield. After defeating that Bombchu, immediately head to the Temple Square Keep. The second Bombchu's destination is that Keep, so intercept it on its way there, or destroy it while it's in the Keep. The final Bombchu is on the southwest corner of the map. It's destination is the Allied Base Keep and if it succeeds in detonating inside of that Keep, you lose the battle instantly.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

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Hyrule Warriors Legends

Master Quest Map
B-6

ADVENTURE BATTLE:

RUN SWIFTLY ACROSS THE BATTLEFIELD!

Unlockables	
Bombs	Lana – Heart Container (Treasure)

Search Item
Bombs: Lana's Faron Spear (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Midna	Volga flees or the Allied Base falls

Master Quest Rule:
Speed Run

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the four Captains marked on your map to open the gates to the Enemy Base Keep.

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Hyrule Warriors Legends

Master Quest Map
B-7

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables

Compass

Search Item

Bombs: Twili Midna – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 10,000 damage or less

Master Quest Rule:

No Healing

ARGOROK

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

GOHMA

To defeat Gohma, use your Bow to shoot its eye when it turns blue to reveal its Weak Point Mark. Hit it with a handful of Weak Point Smashes to win.

THE IMPRISONED

To defeat The Imprisoned, destroy its toes. Watch out for the shock waves it creates when it steps. Alternate between feet whenever The Imprisoned is walking. Once you destroy all of its toes, it falls over and its Weak Point Mark appears. Repeat this and perform a handful of Weak Point Smashes to win.

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HYRULE WARRIORS LEGENDS

Master Quest Map
B-8

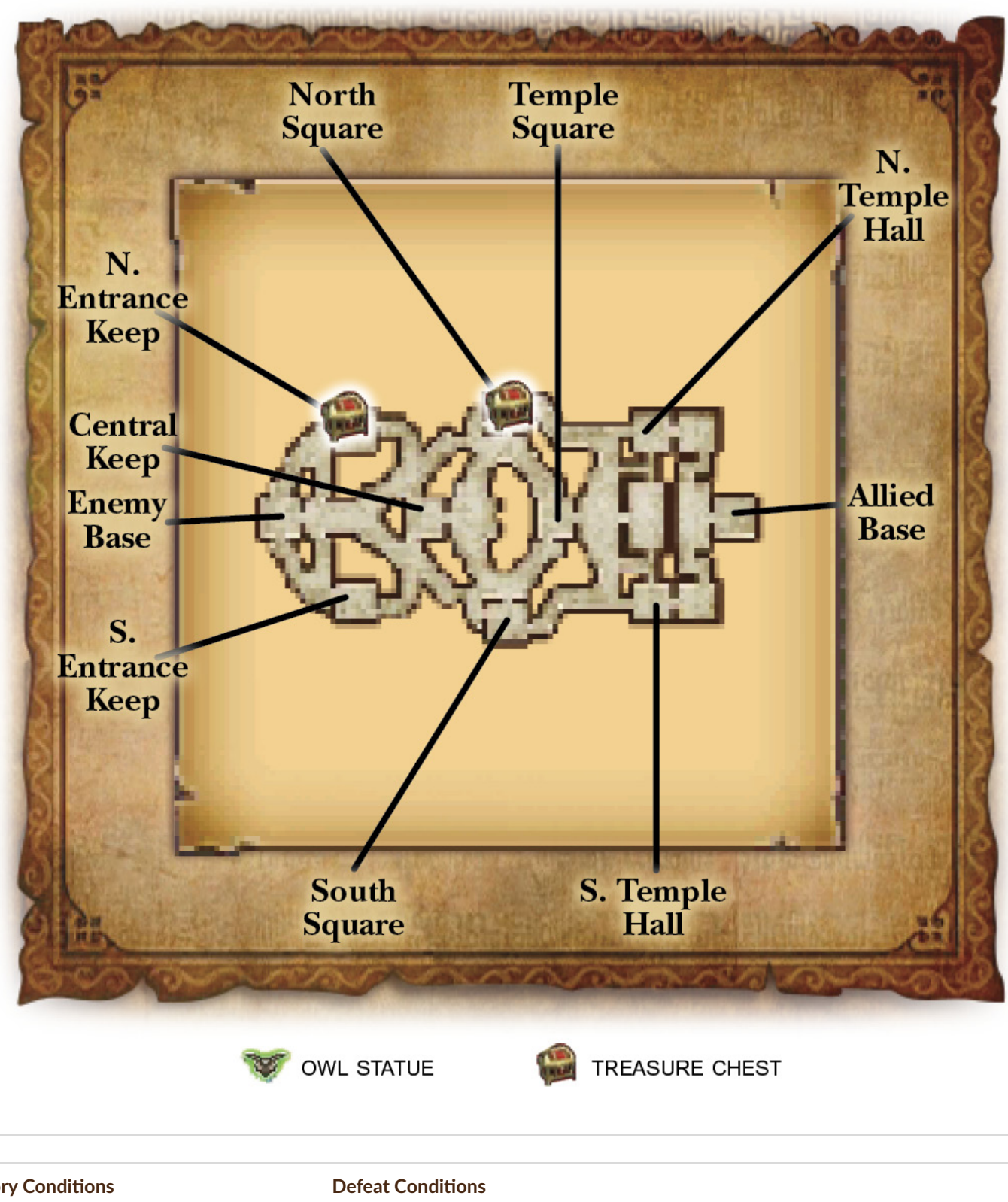
ADVENTURE BATTLE:

SURVIVE THE ATTACK OF THESE POWERED-UP ENEMIES!

Unlockables
Bombs

Search Item
Digging Mitts: Link's Magical Rod (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Lana	Cia flees or the Allied Base falls

Master Quest Rule:
No Guarding

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

To complete this mission, you must capture the Keeps marked on your map. The Keeps constantly create Captains with boosted morale, so capturing these Keeps as quickly as possible is definitely in your best interest.

After you capture your first marked Keep, all of the remaining marked Keeps create a morale-boosted Captain and send it toward the Allied Base. You don't need to rush over and defeat the Captains until they get near the Allied Base, so feel free to continue capturing the marked Keeps, but maintain a watchful eye on the Allied Base and be ready to race over there as soon as you see any Captains near it.

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Hyrule Warriors Legends

Master Quest Map
B-9

FIGHT THROUGH THE TRIFORCE QUIZ!

Unlockables

Power Bracelet

Search Item

Bombs: Ruto – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 6,000 damage or less

Master Quest Rule:

No Healing

DEFEAT THE OWNER OF THE TRIFORCE OF POWER

Defeat Ganondorf.

DEFEAT THE OWNER OF THE TRIFORCE OF WISDOM

Defeat Zelda.

DEFEAT THE OWNER OF THE TRIFORCE OF COURAGE

Defeat Link.

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HYRULE WARRIORS LEGENDS

Master Quest Map
B-10

DUNGEON SCENARIO:

DEFEAT THE VALLEY BEAST!

Unlockables

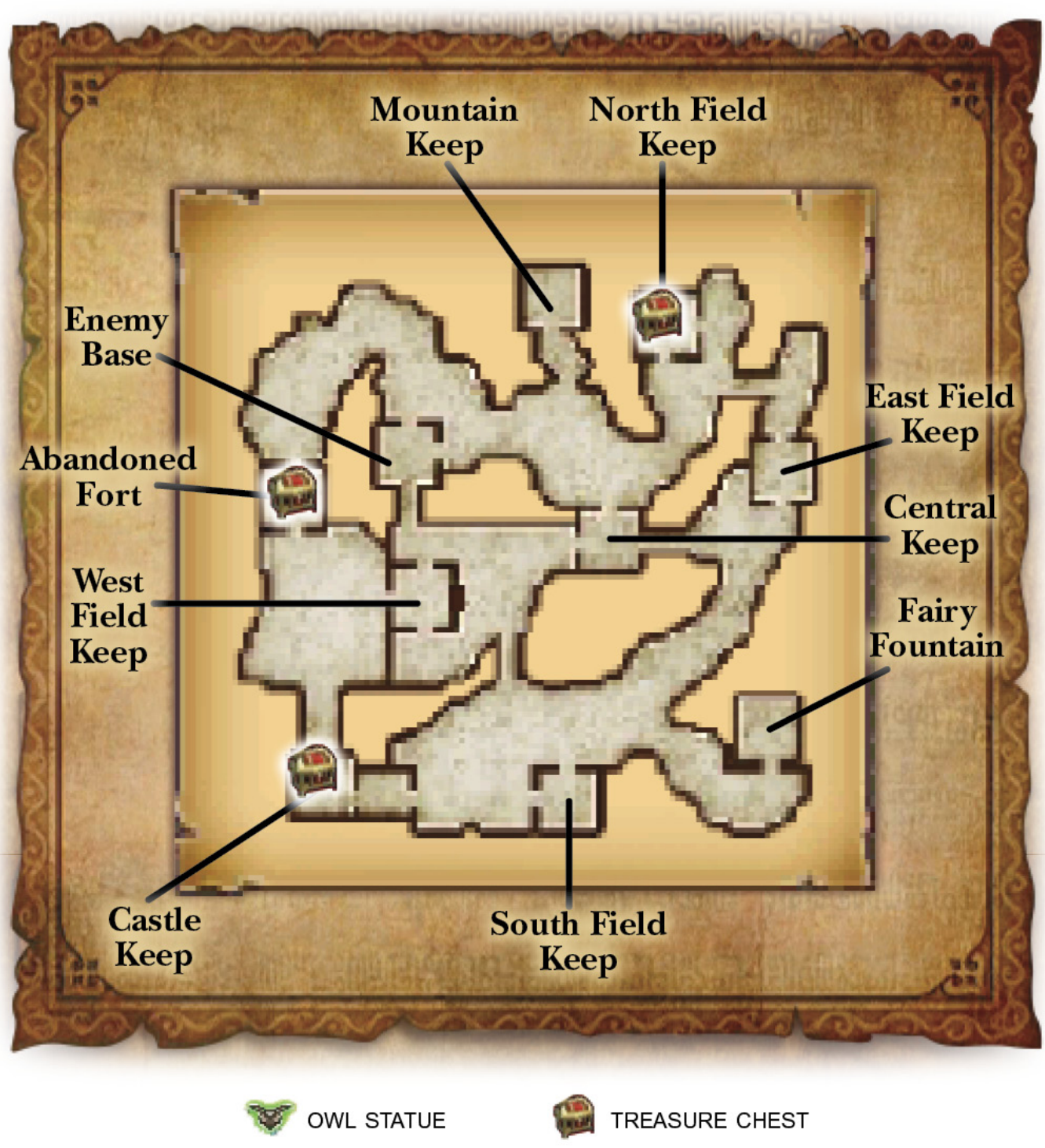
Fairy Clothing: Top (Treasure)

Search Item

Bombs: Zelda's Glorious Baton (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Ganondorf	Impa or Link flees

Master Quest Rule:

Speed Run

SAVE THE STRANDED ALLIED FORCES!

A few of your Allied Captains are isolated behind enemy lines. Get over there and defeat the marked enemy Captains to free your ally before they are defeated.

CAPTURE ONE OF THE KEEPS AND BREAK THROUGH!

To reach your allies, you'll first need to capture one of the two marked Keeps to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps appears. Capture either one of those Keeps to gain full access to the map. Once you defeat the marked enemies that are attacking your allies, the mission is finished.

DEFEAT THE ENEMY COMMANDER

You can find Ganondorf in the Enemy Base Keep. You cannot open the Keep until you grab the Boss Key from the Castle Keep first, however.

DEFEAT THE IMPRISONED TO WIN

To defeat The Imprisoned, destroy its toes. Watch out for the shock waves it creates when it steps. Alternate between feet whenever The Imprisoned is walking. Once you destroy all of its toes, it falls over and its Weak Point Mark appears. Repeat this and perform a handful of Weak Point Smashes to win.

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Master Quest Map
B-11

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Bombs

Search Item
Zant – Heart Container (A-Rank)

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

Master Quest Rule:
No Healing

TWO MANHANDLAS

To defeat Manhandla, you need to wait until its stalks turn green, then hit them with the Boomerang. Once you've hit all four, Manhandla uproots and its Weak Point Mark is revealed. Hit it with a handful of Weak Point Smashes to make short work of the monstrous man-eater.

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Hyrule Warriors Legends

Master Quest Map
B-12

MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

DUNGEON SCENARIO:

DEFEAT THE MOUNTAIN BEAST!

Unlockables	
Fairy	Fairy Food: Plant

Search Item
Power Bracelet: Volga – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Midna	Sheik flees

Master Quest Rule:
Speed Run

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

DEFEAT THE ENEMY COMMANDER

You can find Midna in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Fairy Fountain Keep first, however.

DEFEAT ARGOROK TO WIN

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

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HYRULE WARRIORS LEGENDS

Master Quest Map
B-13

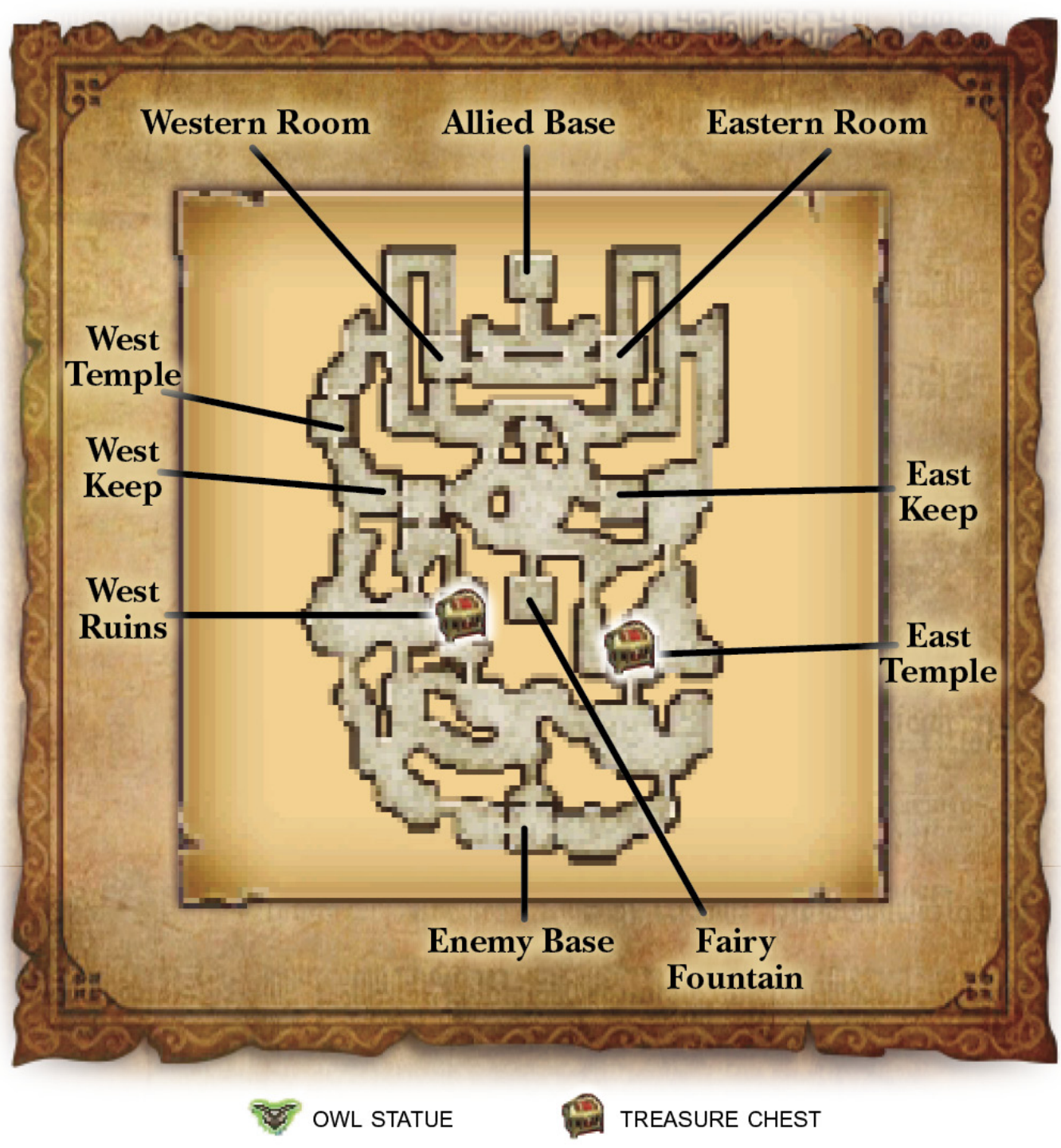
ADVENTURE BATTLE:

DEFEAT THE ENEMY FORCES!

Unlockables	
Hookshot	Wizzro – Piece of Heart (Treasure)
Fairy Clothing: Top (Treasure)	

Search Item
Power Bracelet: Young Link – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Ruto	Darunia flees or the Allied Base falls

Master Quest Rule:
Don't Get Hit

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the three Captains marked on your map to open the gates to the Enemy Base Keep.

THE ENEMY IS TRYING TO PERSUADE ALLIED UNITS

Recruiters appear on different sides of the battlefield and attempt to turn your troops against you. The way they do this is by defeating an enemy Captain that your Allied Captains are facing. When you see something like "Attack Specialist's plight convinced Recruiter to advance toward Big Poe," that's your call to action. You need to defeat the targeted Captain (in the above example, it would be the Big Poe) or defeat the Recruiter to keep him from turning your allies against you.

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Hyrule Warriors Legends

Master Quest Map
B-14

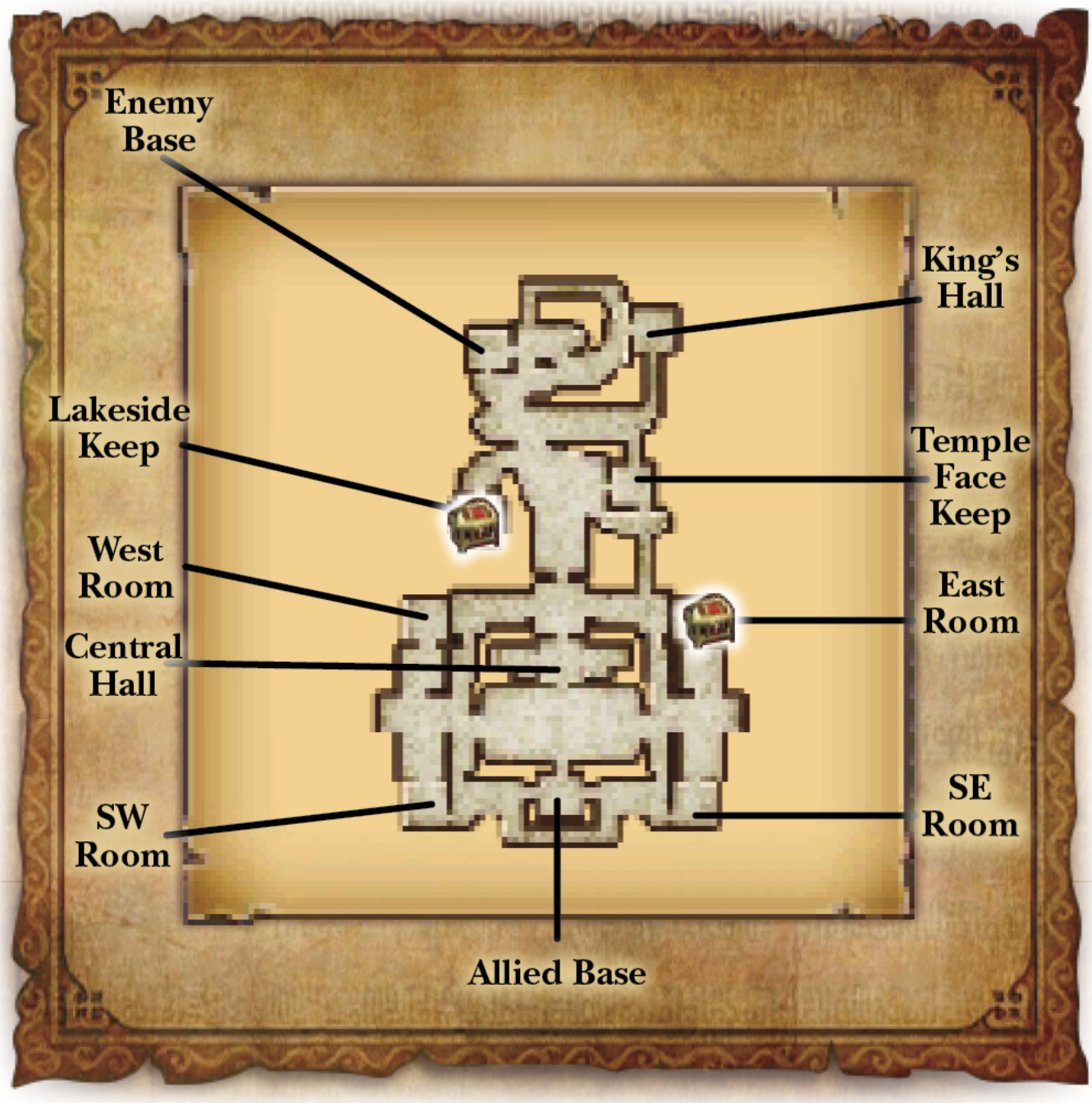
ADVENTURE BATTLE:

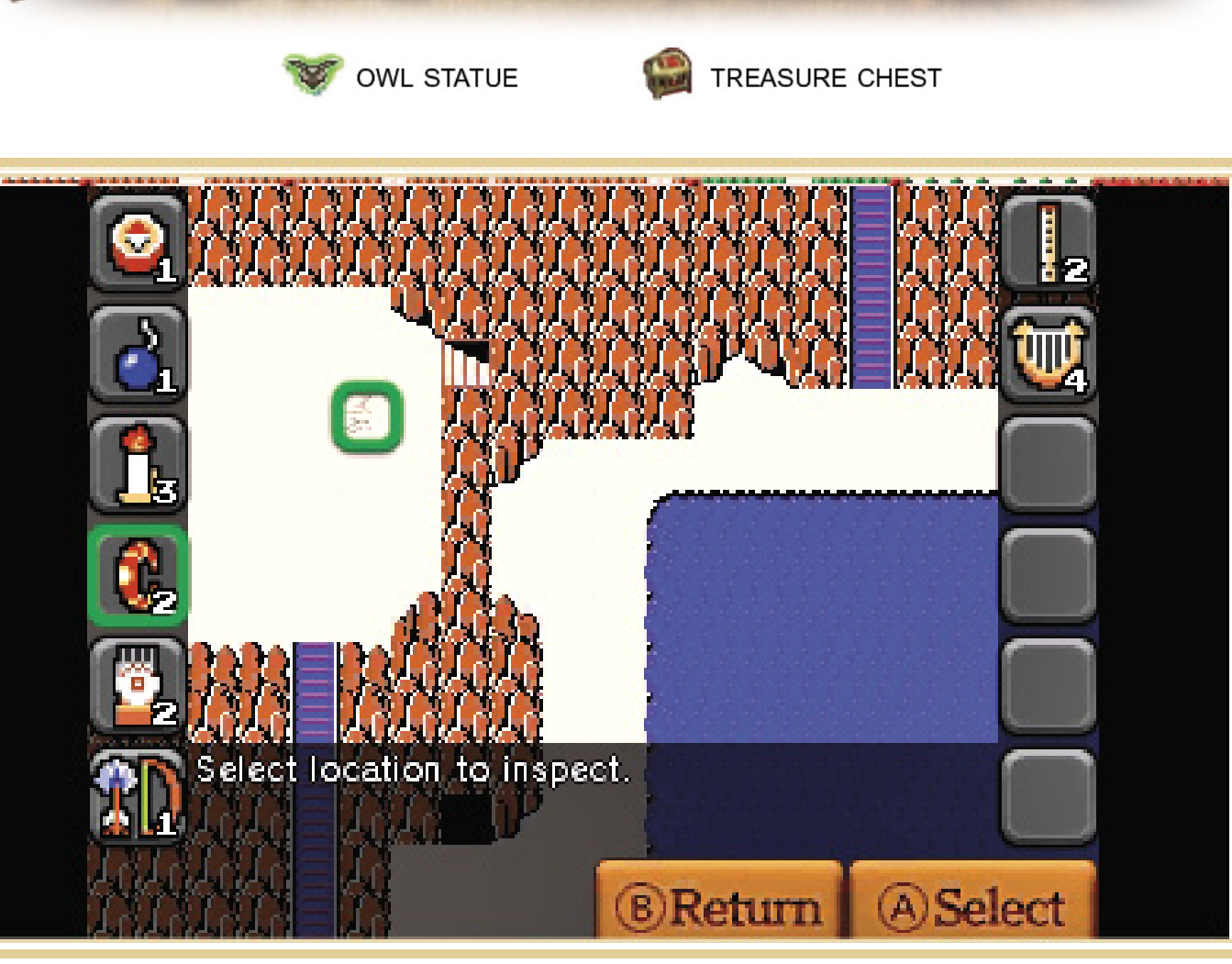
FIGHT AS A WARRIOR OF LIGHTNING!

Unlockables	
Sheik – Heart Container (Treasure)	Fairy Clothing: Top (Treasure)
Fairy Food: Drink	

Search Item
Power Bracelet: Costume – Darunia's Standard Outfit (Master Quest)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	





Victory Conditions	Defeat Conditions
Defeat Volga	Darunia flees or the Allied Base falls

Master Quest Rule:
Speed Run

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

To open the gates of the Enemy Base Keep, capture all of the Keeps marked on your map.

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Hyrule Warriors Legends

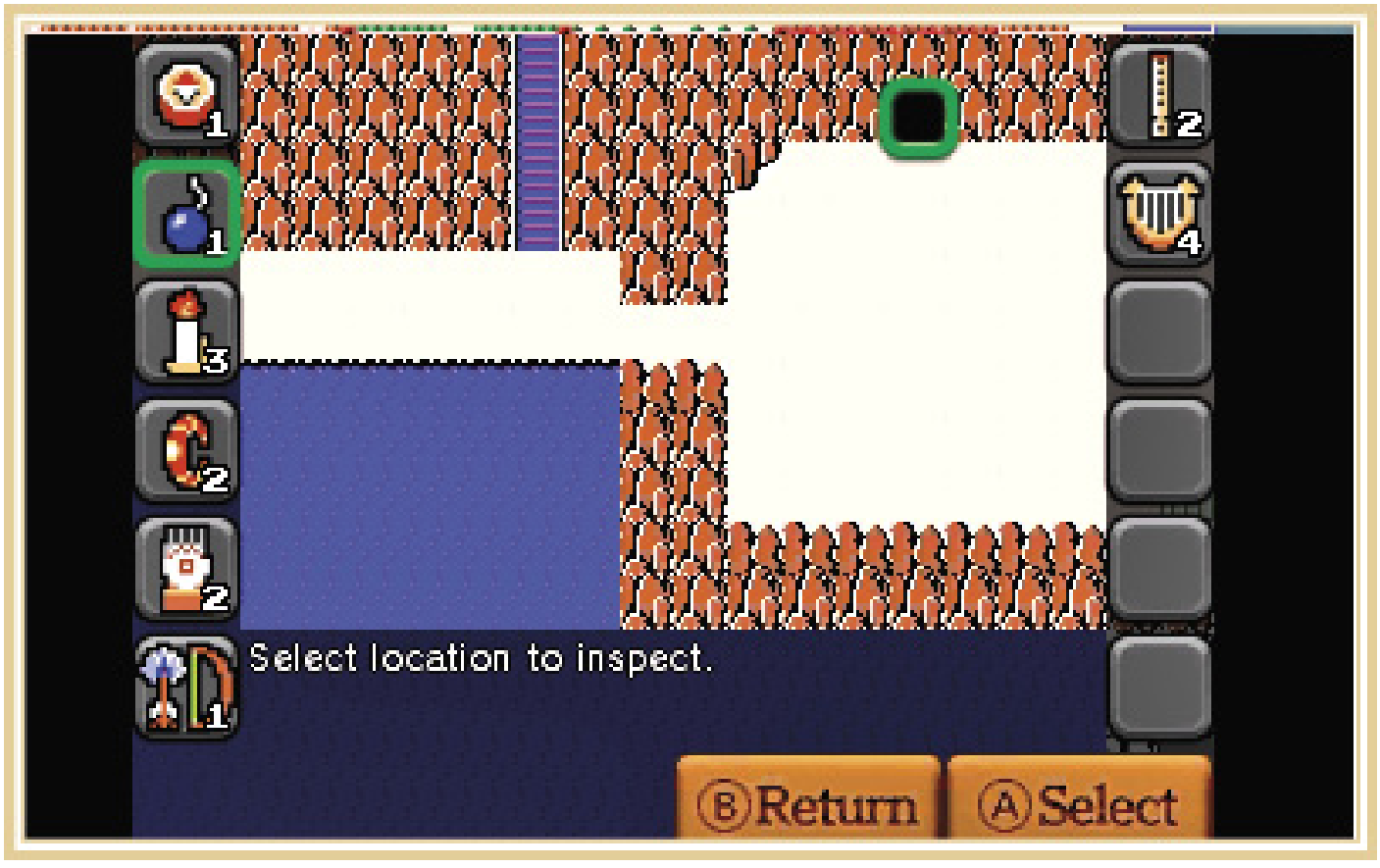
Master Quest Map
B-15

FIGHT THROUGH THE OCARINA OF TIME QUIZ!

Unlockables
Power Bracelet

Search Item
Bombs: Linkle – Heart Container (A-Rank)

A-Rank	
TIME – 7 minutes or less	DAMAGE – 6,000 damage or less



Master Quest Rule:
No Healing

DEFEAT THE PASSIONATE BROTHER

Defeat Darunia.

DEFEAT THE MUSICIAN

Defeat Sheik.

DEFEAT THE AQUATIC ONE

Defeat Ruto.

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Hyrule Warriors Legends

Master Quest Map
B-16

ADVENTURE BATTLE:

DEFEAT THE WARRIORS OF TIME!

LIMITED WARRIOR: ZELDA AND HER DOMINION ROD

Unlockables

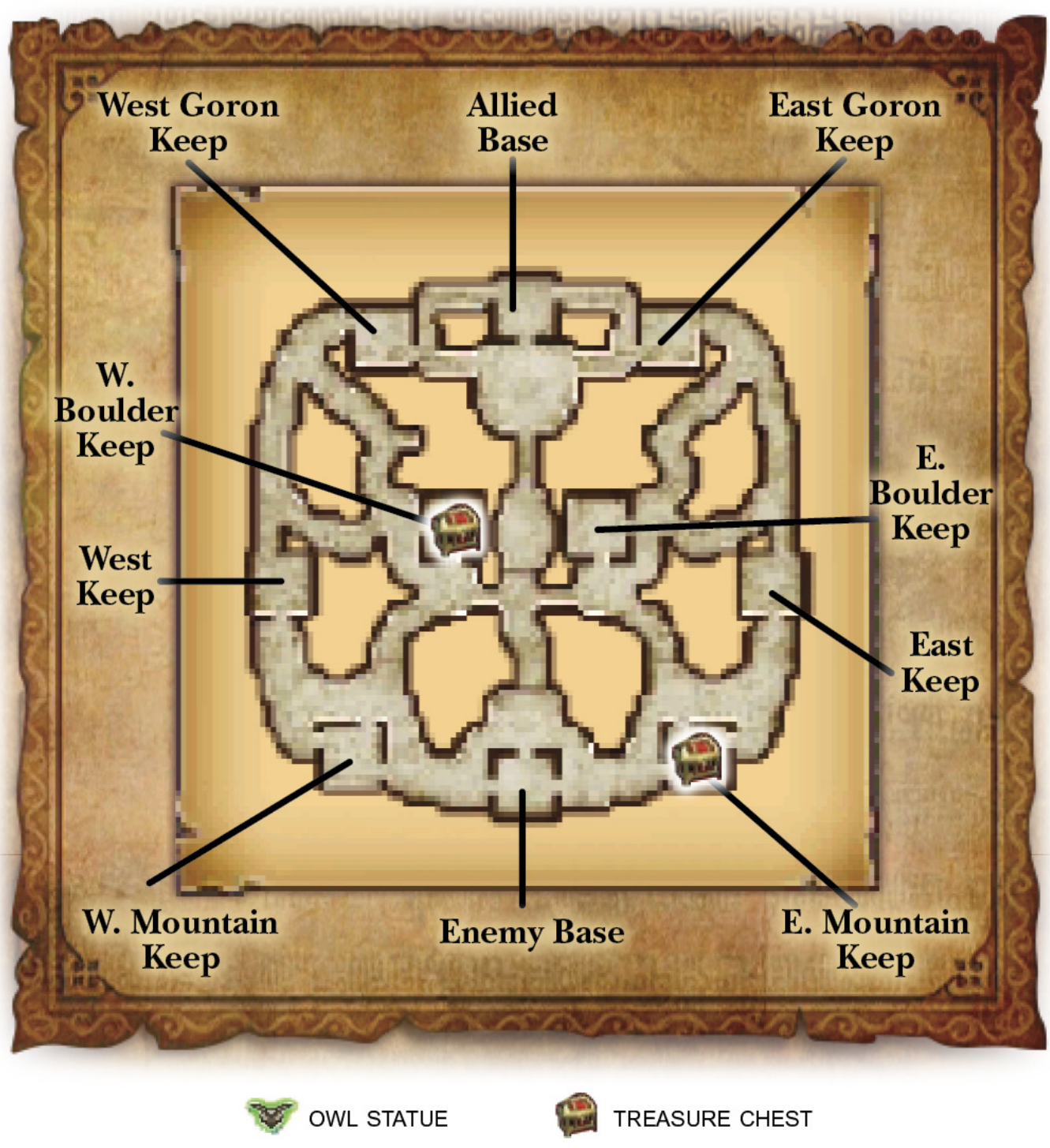
Water Bombs	Fairy Clothing: Top (Treasure)

Search Item

Ice Arrow: Zelda's Royal Dominion Rod (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Darunia	Lana flees or the Allied Base falls

Master Quest Rule:

Don't Get Hit

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

To open the gates of the Enemy Base Keep, capture all of the Keeps marked on your map.

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HYRULE WARRIORS LEGENDS

Master Quest Map

C-1

DEFEAT 700 ENEMIES IN TIME!

Unlockables

Recorder

Search Item

Power Bracelet: Impa – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

Master Quest Rule:

No Guarding

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Hyrule Warriors Legends

Master Quest Map
C-2

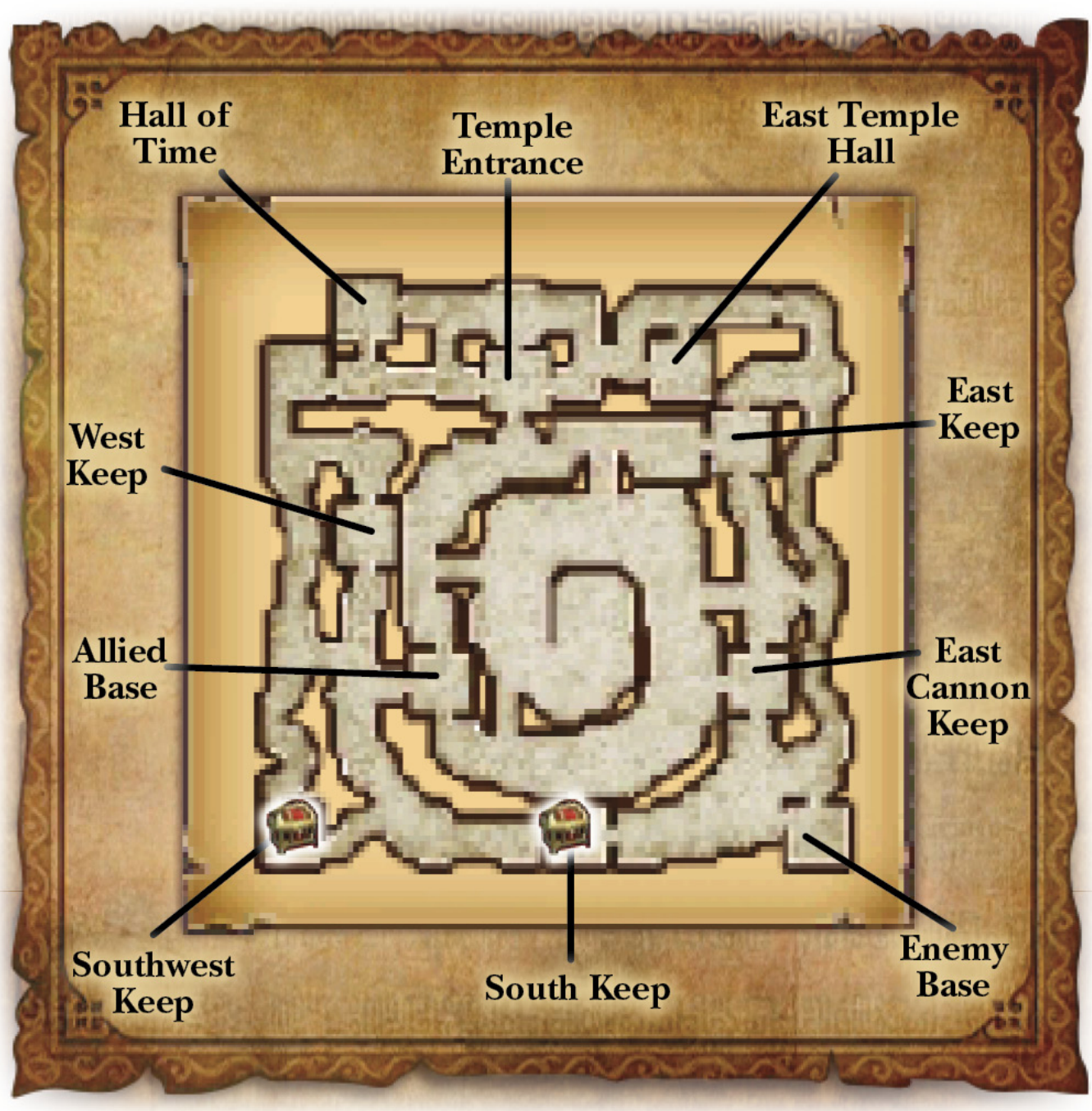
ADVENTURE BATTLE:

DEFEAT THE ENEMY FORCES!

Unlockables
Toon Link – Heart Container

Search Item
Ice Arrow: Toon Link's Lokomo Sword

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Fi	Zelda flees or the Allied Base falls

Master Quest Rule:
No Guarding

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the three Captains marked on your map to open the gates to the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Master Quest Map
C-3

ADVENTURE BATTLE:

DEFEAT THE ENEMY FORCES!

Unlockables	
Power Bracelet	Cia – Piece of Heart (Treasure)
Fairy Clothing: Top (Treasure)	

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Impa	Lana flees or the Allied Base falls

Master Quest Rule:
Speed Run

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the three Captains marked on your map to open the gates to the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Master Quest Map

C-4

RACK UP YOUR KO COUNT!

Unlockables

Compass

Search Item

Power Bracelet: King Daphnes – Heart Container (A-Rank)

A-Rank

KOs – 1,200 enemies or more

DAMAGE – 4,000 damage or less

Master Quest Rule:

No Healing

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HYRULE WARRIORS LEGENDS

Master Quest Map
C-5

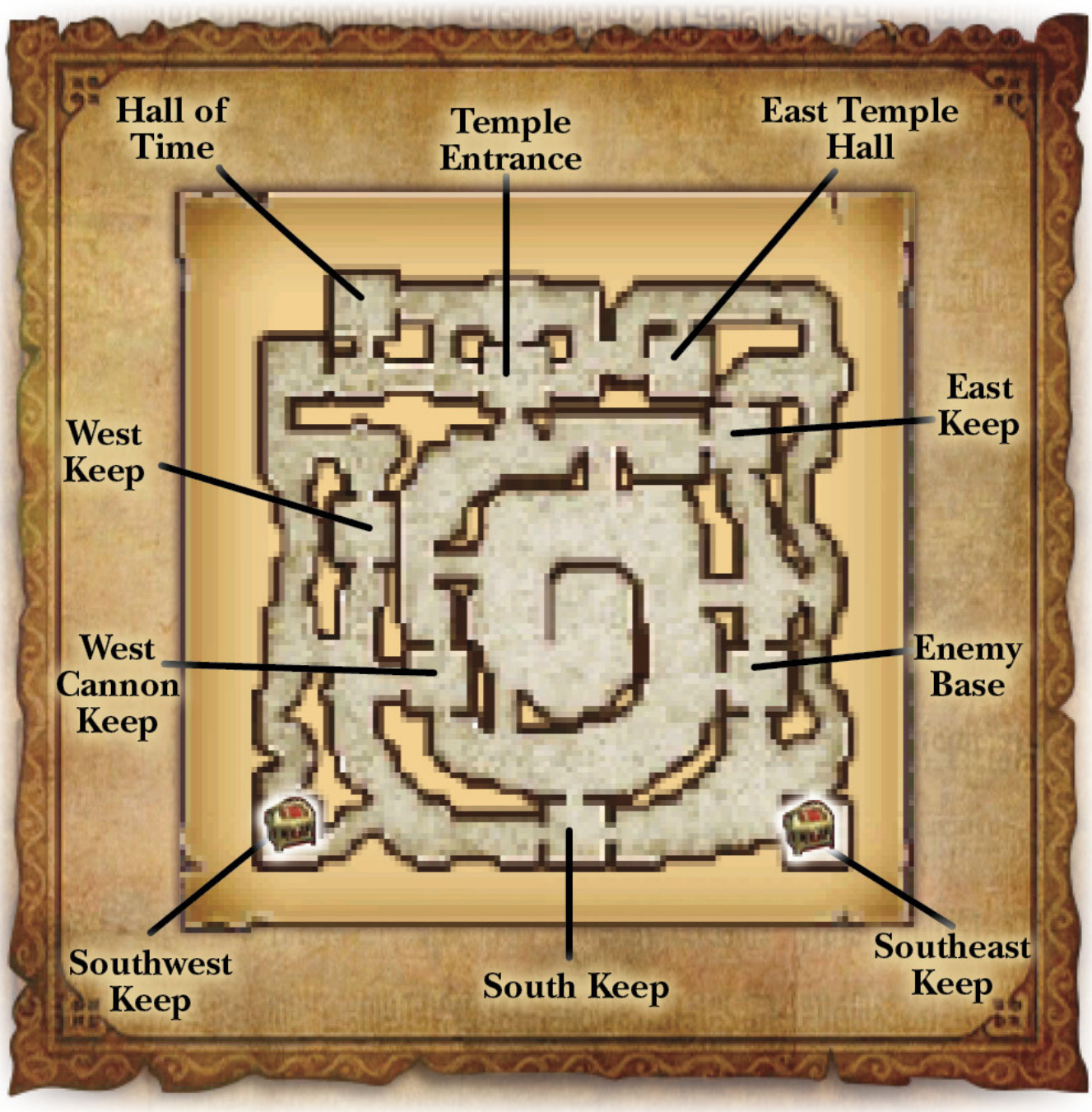
ADVENTURE BATTLE:

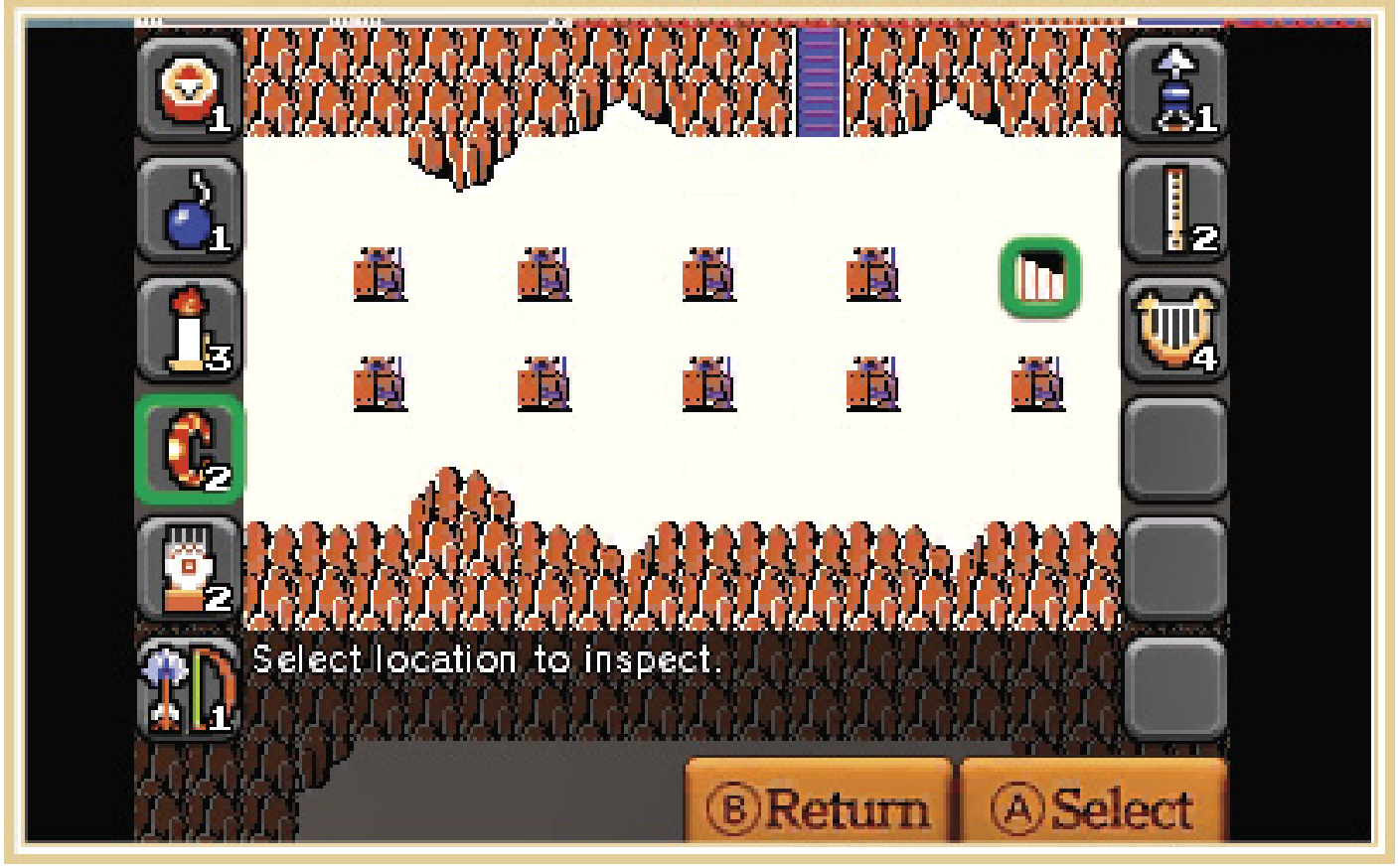
RESCUE THE ALLIED FORCES!

Unlockables
Fairy Food: Plant

Search Item
Power Bracelet: Costume – Fi's Standard Outfit (Master Quest)

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less





Victory Conditions	Defeat Conditions
Defeat Ghirahim	Zelda or Link flees

Master Quest Rule:
No Guarding

SAVE THE STRANDED ALLIED FORCES!

A few of your Allied Captains are isolated behind enemy lines. You need to get over there and defeat the marked enemy Captains to free your ally before they are defeated.

CAPTURE ONE OF THE KEEPS AND BREAK THROUGH!

To reach your allies, you must first capture one of the two marked Keeps to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps appears. Capture either one of those Keeps to gain full access to the map. Once you defeat the marked enemies attacking your allies, the mission is finished.

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Master Quest Map

C-6

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables	
Digging Mitts	Twili Midna – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 15 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Item Attacks

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Hyrule Warriors Legends

Master Quest Map
C-7

GUARD THE ALLIED KEEPS WITH YOUR LIFE!

Unlockables

Power Bracelet

Search Item

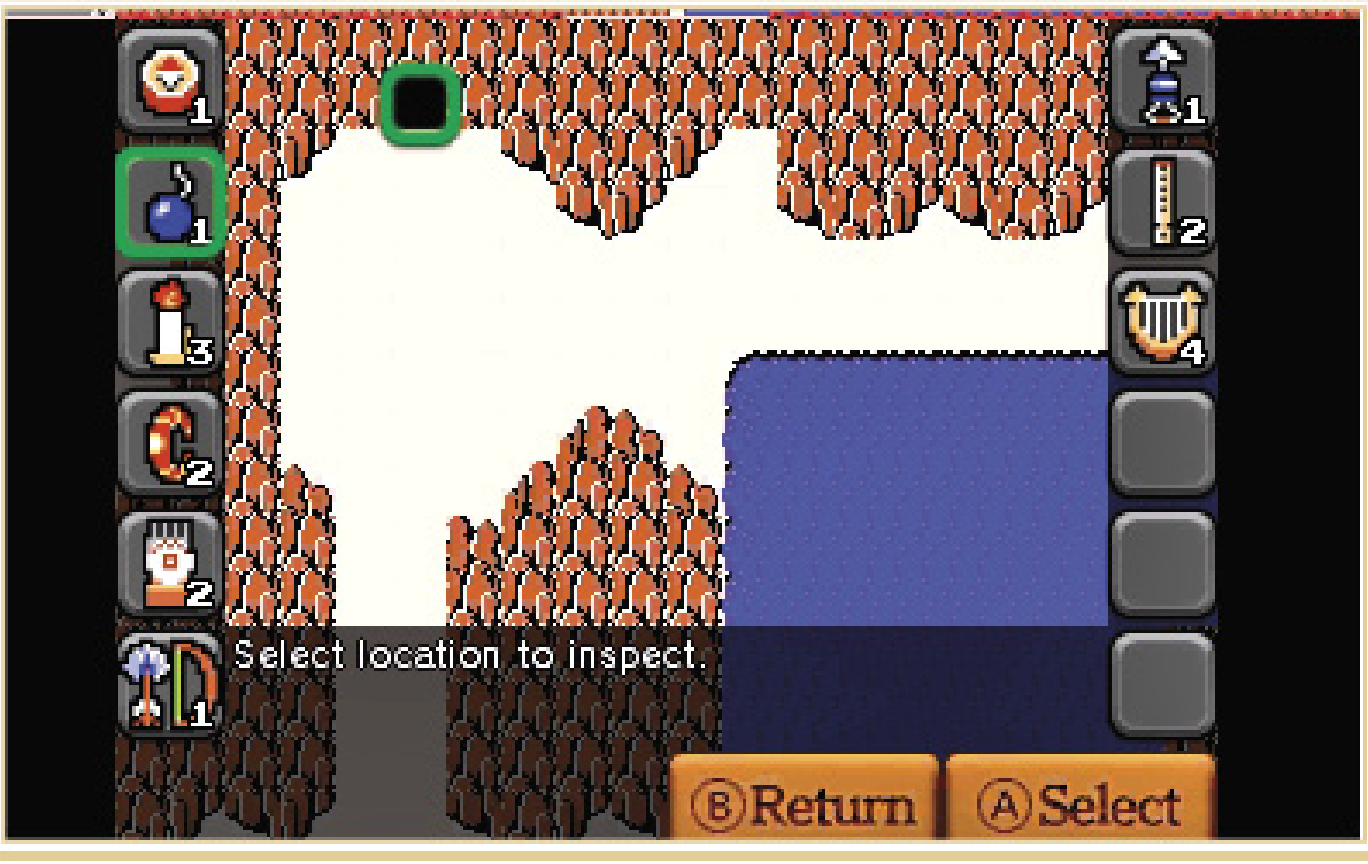
Bombs: Toon Link – Heart Container (A-Rank)

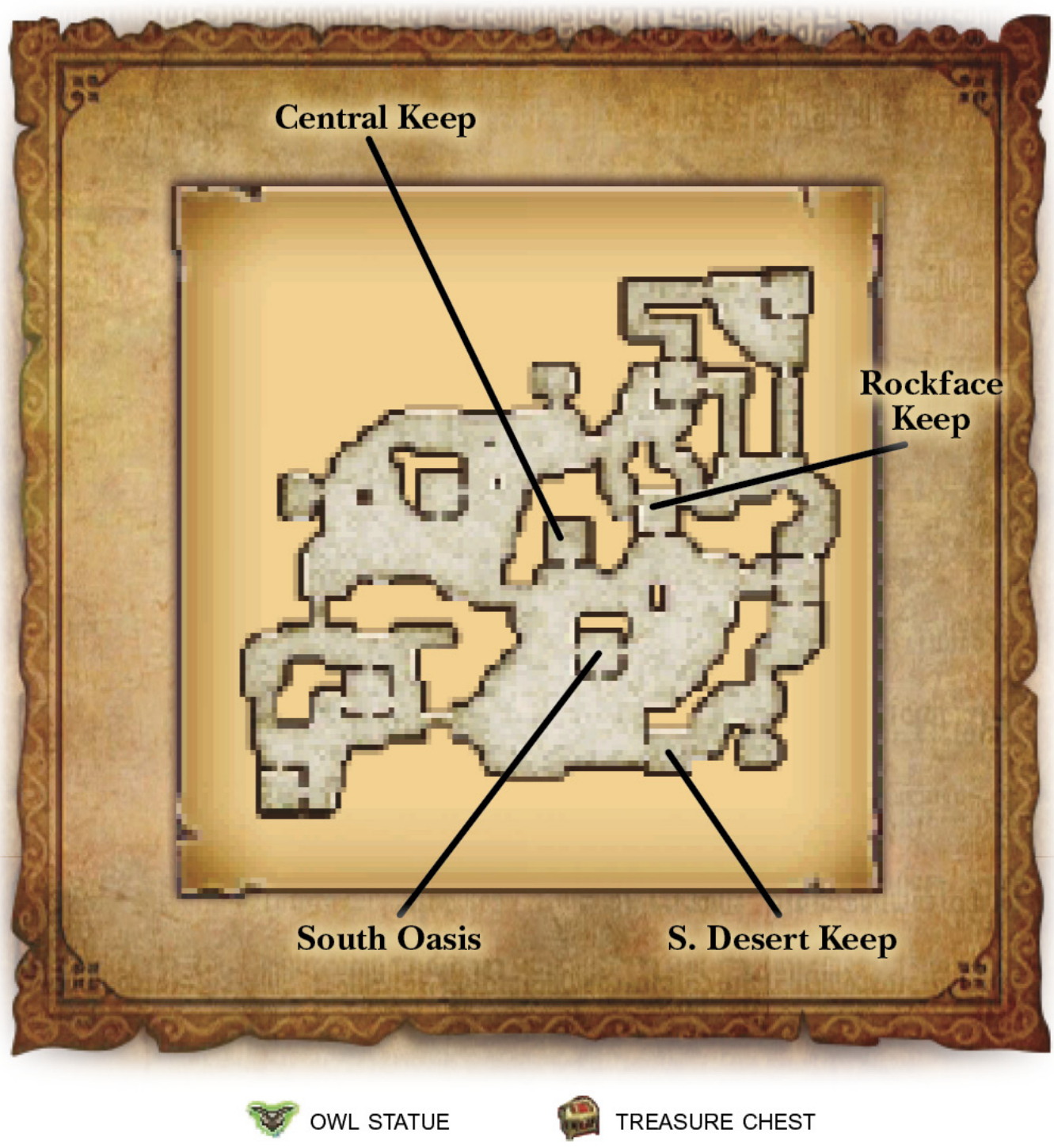
A-Rank

IME – 7 minutes or less

Master Quest Rule:

No Guarding





Start this battle by racing to the Stalmaster on the east side of the South Oasis Keep. Defeat it, then immediately head west and take out the Stalmaster heading to the Central Keep. Turn around and head right back to the South Oasis Keep and defeat the Stalchildren inside of it.

Two Messengers appear on the field, one in the north and one in the southeast. You can't defeat both, so choose one, defeat it, then race back toward the center of the map, near the South Oasis Keep. Depending on which Messengers survives, the Stalmasters either attack the S. Desert Keep or the Rockface Keep. Go after the Messenger in the north.

Two of the Stalmasters begin marching toward S. Desert Keep, but don't go after them just yet. Stalchildren appear on the south side of the map and begin charging toward the South Oasis Keep. Defeat them en route, then immediately begin heading toward the S. Desert Keep. More Stalchildren appear on the battlefield directly above the S. Desert Keep with the intent of capturing that Keep. Take them out, then swiftly race toward the Stalmasters that are en route to the S. Desert Keep.

The remaining two Stalmasters begin heading toward the Rockface Keep. Race there and intercept them to win the scenario.

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Master Quest Map
C-8

FIGHT THROUGH THE MYSTERY MASTERY QUIZ!

Unlockables	
Bombs	Young Link – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 6,000 damage or less

Master Quest Rule:
No Healing

DEFEAT THE ONE WEAK TO THE HOOKSHOT

Defeat the Aeralfos.

DEFEAT THE ONE WEAK TO BOMBS

Defeat the Shield Moblin.

DEFEAT THE ONE WEAK TO ARROWS

Defeat the Big Poe.

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HYRULE WARRIORS LEGENDS

Master Quest Map
C-9

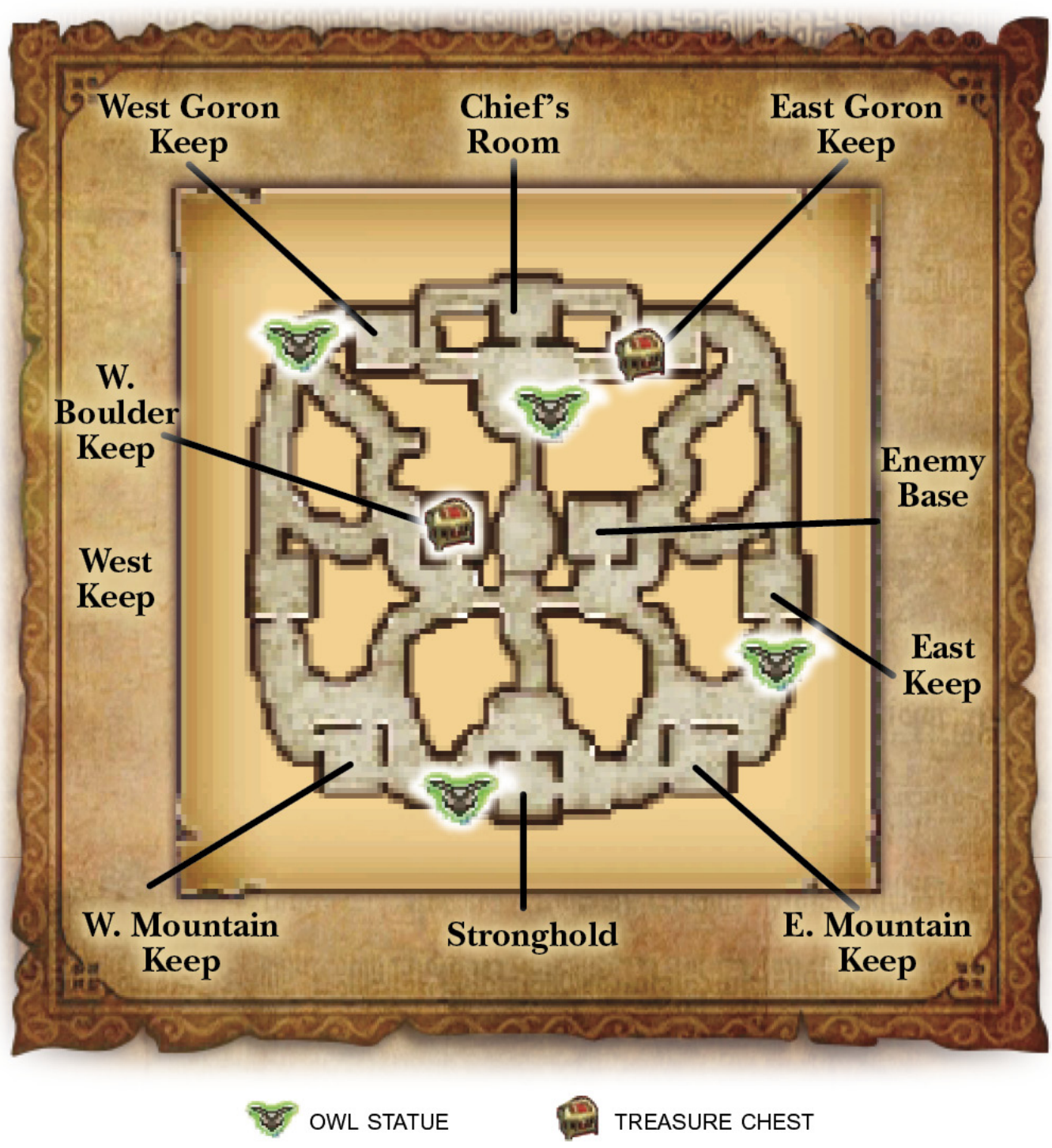
ADVENTURE BATTLE:

DESTROY THE ARMY WITH BOOSTED MORALE!

Unlockables
Fairy Food: Plant

Search Item
Candle: Costume – Sheik's Standard Outfit (Master Quest)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Cia	Zelda flees

Master Quest Rule:
Speed Run

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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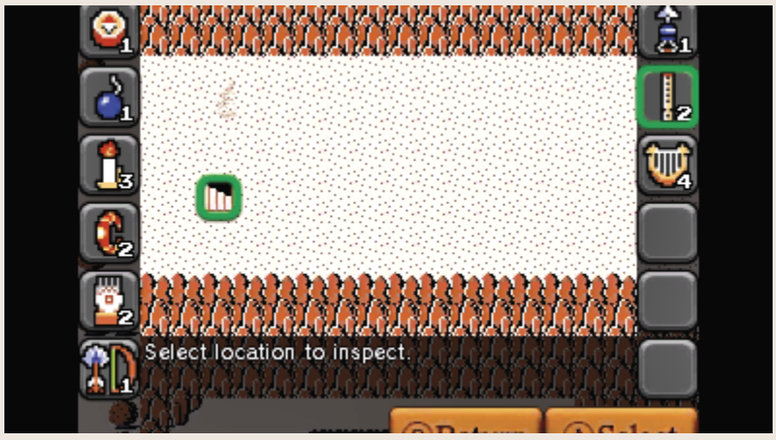
HYRULE WARRIORS LEGENDS

Master Quest Map

C-10

MISSING ENEMIES



You must use a Recorder in the Search Screen to make the enemies appear in this Scenario.

RACK UP YOUR KO COUNT!

Unlockables	
Compass	Linkle – Heart Container (A-Rank)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Guarding

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Master Quest Map
C-11

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables	
Candle	Twili Midna – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 15 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Healing

DEFEAT 20 ENEMY CAPTAINS!

The Captains you must defeat in this Scenario are Fiery Aeralfos. Aside from the ability to spit a fireball while on the ground, they don't have any methods of attacking you that really pose a threat. Stick to a ranged weapon or the Bow Sub-Weapon and pick them off one at a time and you'll be fine.

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Hyrule Warriors Legends

Master Quest Map

C-12

MISSING ENEMIES

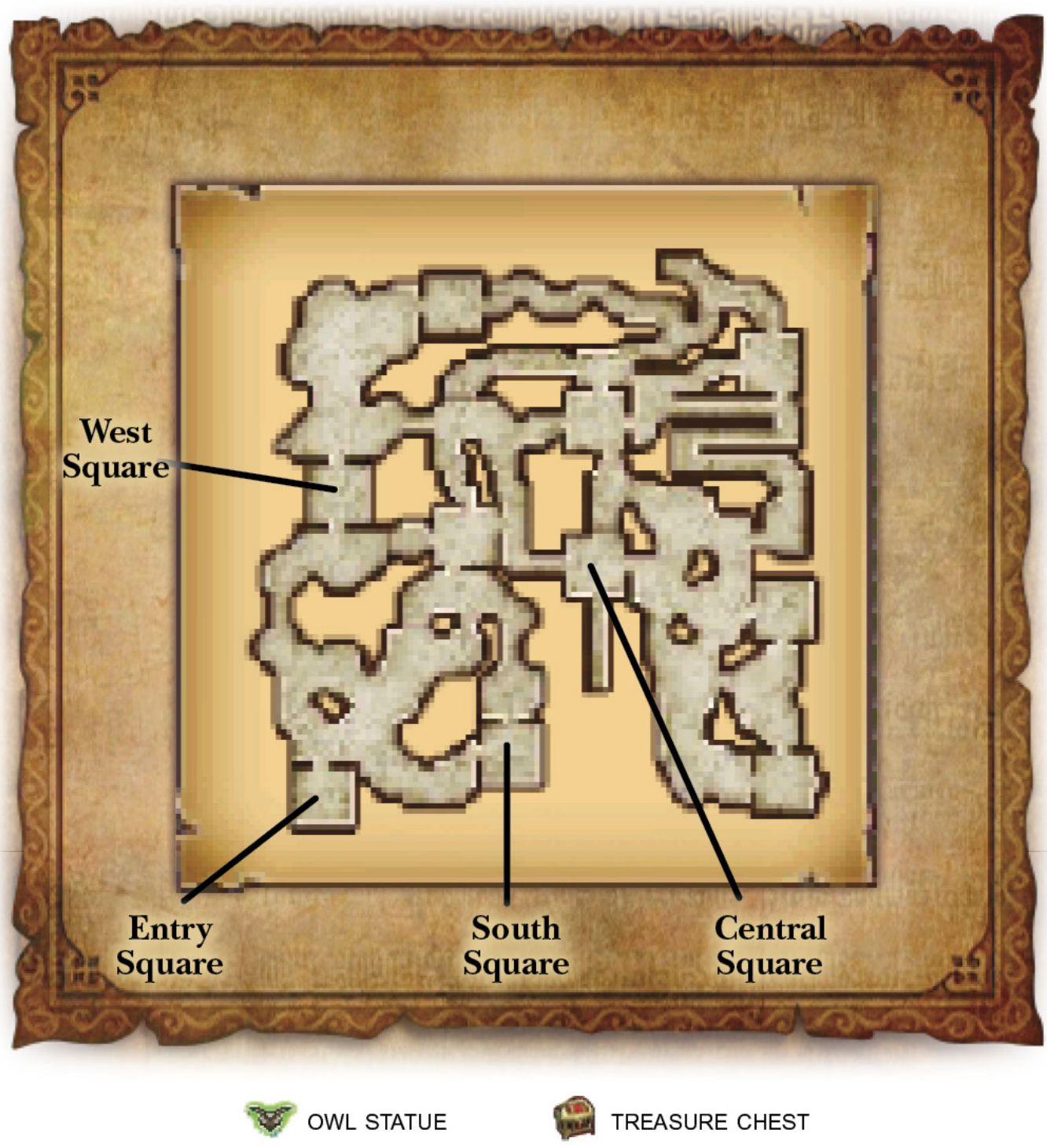
You must use a Recorder in the Search Screen to make the enemies appear in this Scenario.

GUARD THE ALLIED KEEPS WITH YOUR LIFE!

Unlockables	
Bombs	Wizzro – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less



Master Quest Rule:
No Guarding

Start by defeating the Aeralfos directly east of you. Do it quickly, then head south directly to the South Square Keep. Defeat the Bokoblins with health bars down there and immediately race to the Entry Square Keep. Defeat the Aeralfos and head directly to the center of the map.

Two Messengers appear in the center of the map. Defeat the west one first, then chase down the east one. Now race to the West Square Keep, defeat the Bokoblins with health bars and run to the South Square Keep to do the same there.

After defeating the Bokoblins, race to the Central Square Keep and intercept the two Aerolfos that are moving from the southeast corner to that Keep. Defeat them as quickly as possible, then head directly to the West Square Keep. The remaining two Aeralfos head toward that Keep while you're still fighting with the ones in the Central Square Keep, so time is extremely tight.

Once you've defeated the Aeralfos in the West Square Keep, the mission is over.

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Master Quest Map
C-13

DEFEAT ALL ENEMIES!

Unlockables	
Digging Mitts	Tingle – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Item Attacks

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HYRULE WARRIORS LEGENDS

Master Quest Map
C-14

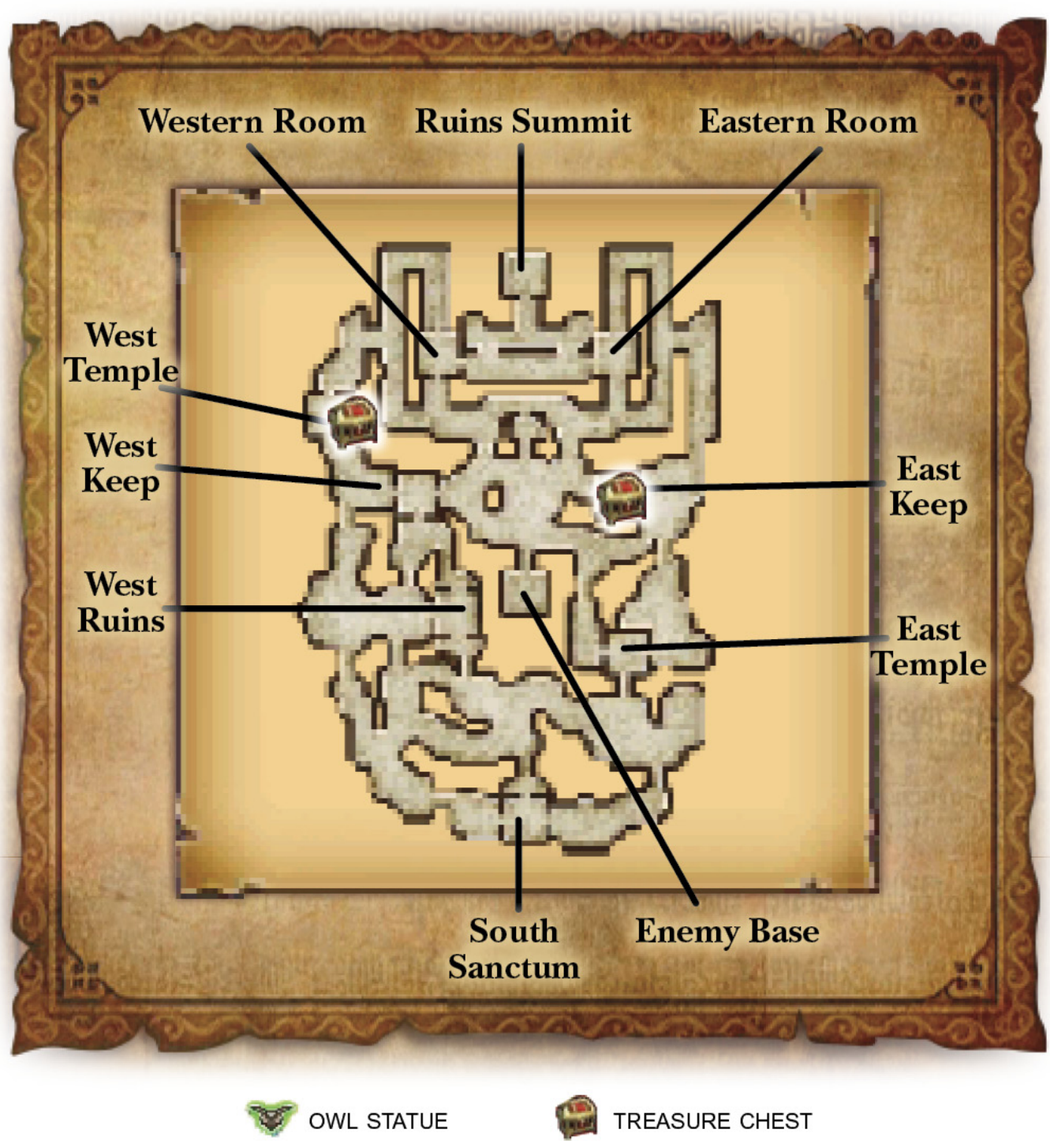
ADVENTURE BATTLE:

DEFEAT THE BIG POE FORCES!

Unlockables
Darunia – Heart Container (Treasure)
Fairy Clothing: Bottoms (Treasure)

Search Item
Bombs: Costume – Ruto's Standard Outfit (Master Quest)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Sheik	Ruto or Link flees

Master Quest Rule:
No Healing

SAVE THE STRANDED ALLIED FORCES!

A few of your Allied Captains are isolated behind enemy lines. Get over there and defeat the marked enemy Captains to free your ally before they are defeated.

CAPTURE ONE OF THE KEEPS AND BREAK THROUGH!

To reach your allies, you must first capture one of the two marked Keeps to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps appears. Capture either one of those Keeps to gain full access to the map. Once you defeat the marked enemies that are attacking your allies, the mission is finished.

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HYRULE WARRIORS LEGENDS

Master Quest Map
C-15

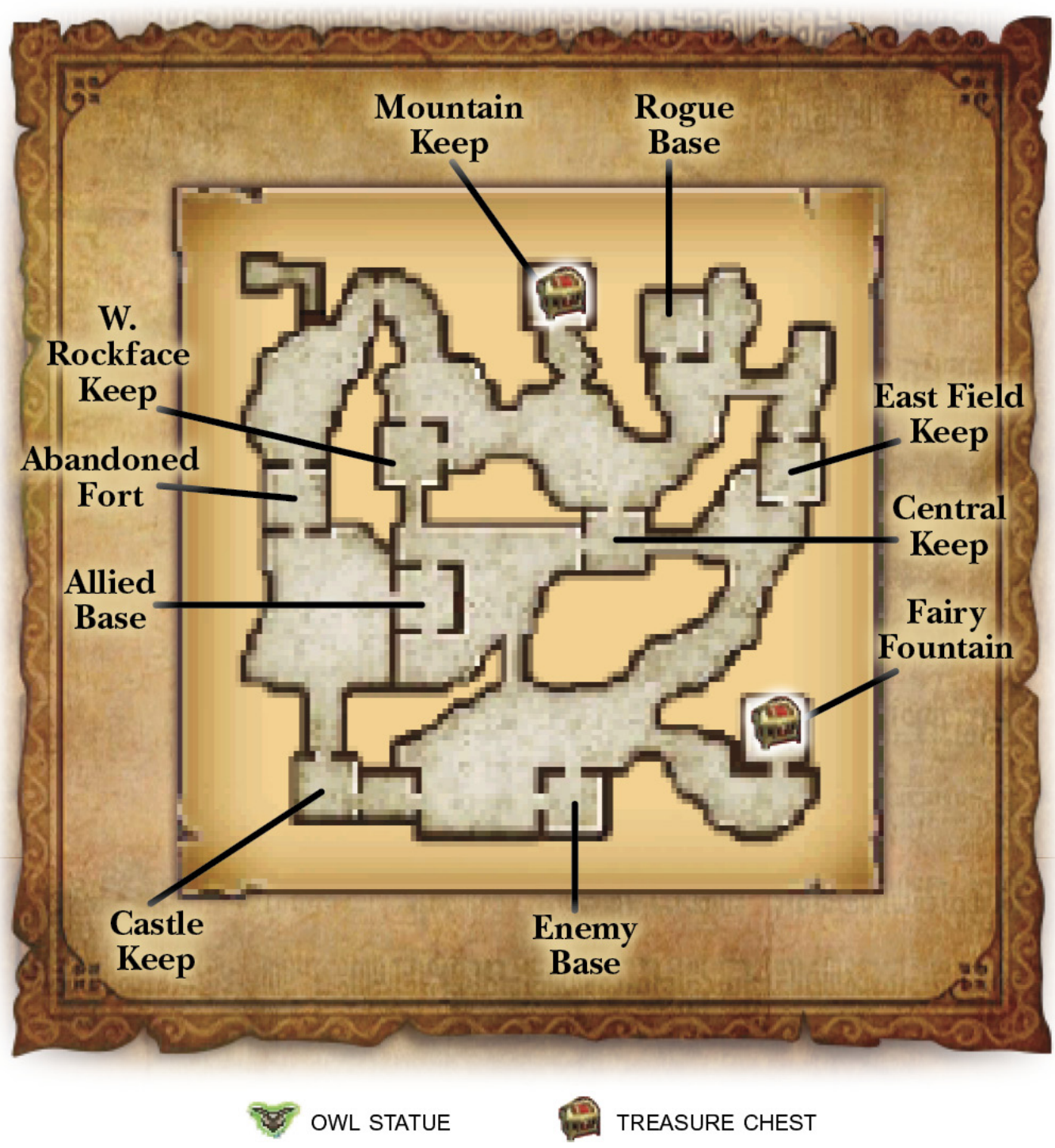
ADVENTURE BATTLE:

DEFEAT ENEMIES WHILE COLLECTING TREASURE! YAY!

Unlockables
Water Bombs
Fairy Clothing: Jewelry (Treasure)

Search Item
Water Bombs: Ganondorf's Trident of Demise (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Ghirahim and Icy Big Poe	Fi flees or the Allied Base falls

Master Quest Rule:
Speed Run

DEFEAT A VALUED ENEMY CAPTAIN

A Captain from both enemy armies appears on the map. Find the nearest one and defeat it to gain access to that Captain's Commander.

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Master Quest Map
C-16

RACK UP YOUR KO COUNT!

Unlockables
Compass

Search Item
Digging Mitts: Costume – Zelda's Standard Robes (Master Quest)

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Guarding

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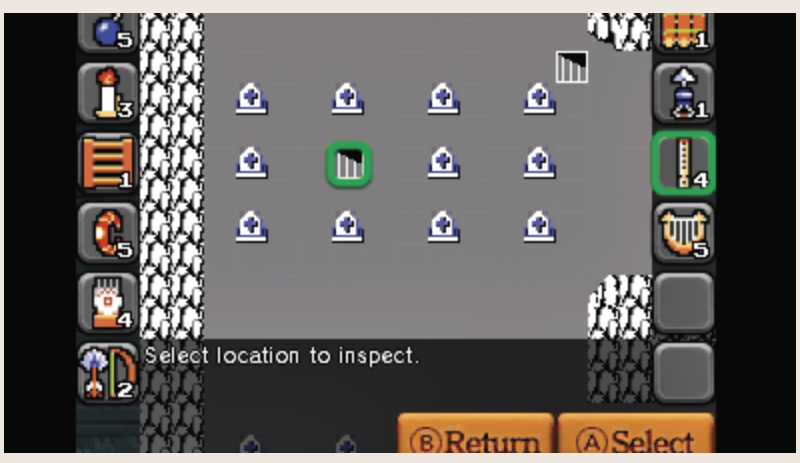
Hyrule Warriors Legends

Master Quest Map
D-1

MISSING ENEMIES



You must use a Recorder on the second tombstone in the second row in the Search Screen to make the enemies appear in this Scenario.

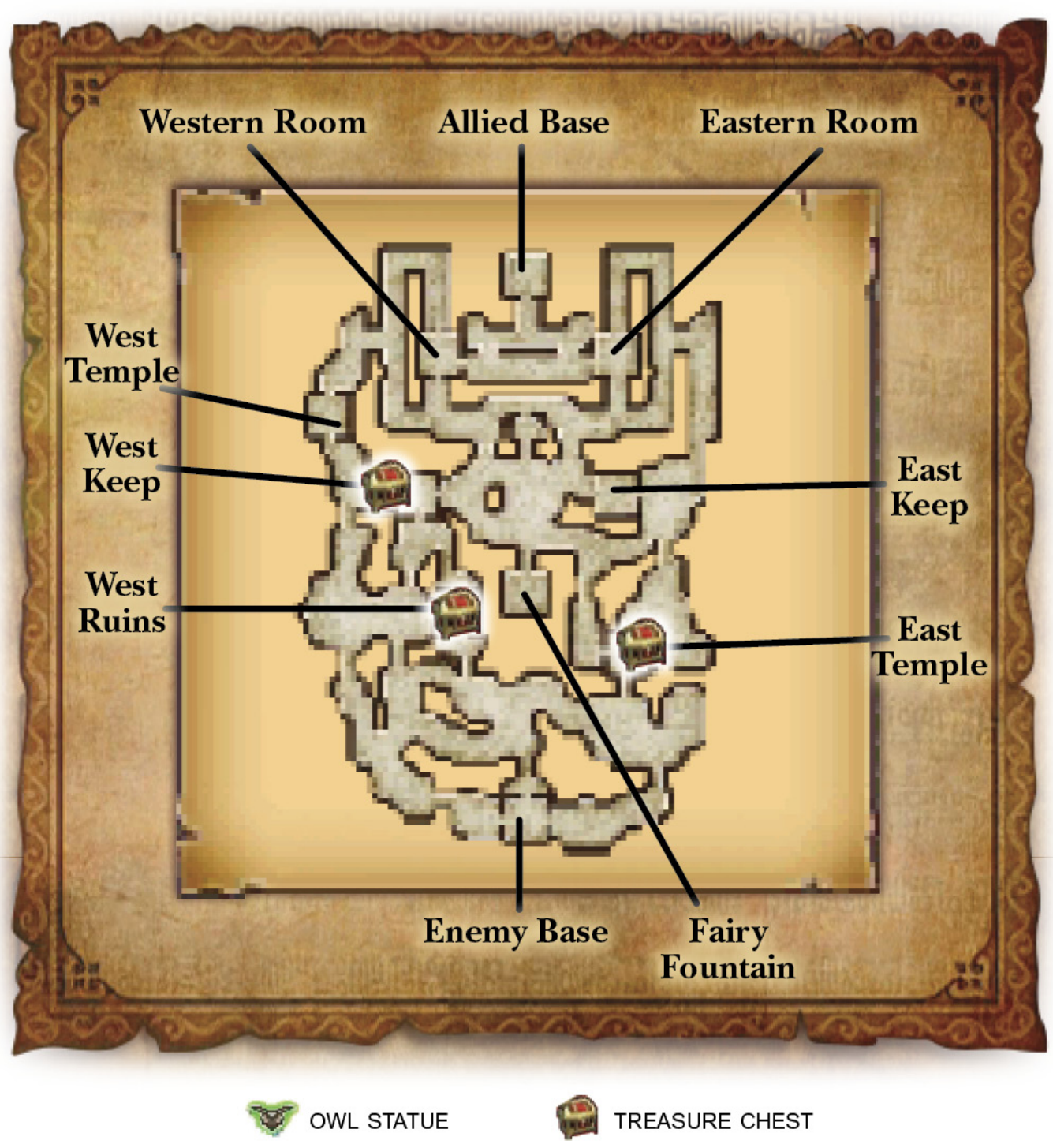
DUNGEON SCENARIO:

DEFEAT THE SHADOW BEAST!

Unlockables
Ghirahim – Heart Container (Treasure)
Fairy Clothing: Top (Treasure)

Search Item
Digging Mitts: Ghirahim's True Demon Blade (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Wizzro	Fi flees or the Allied Base falls

Master Quest Rule:
Speed Run

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

DEFEAT THE ENEMY COMMANDER

You can find Wizzro in the Enemy Base Keep. You cannot open the Keep until you grab the Boss Key from the East Temple Keep first, however.

DEFEAT KING DODONGO TO WIN

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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HYRULE WARRIORS LEGENDS

Master Quest Map
D-2

ADVENTURE BATTLE:

DEFEND THE ALLIED KEEPS!

Unlockables	
Digging Mitts	Volga – Heart Container (A-Rank)
Volga – Piece of Heart (Treasure)	Fairy
Fairy Food: Weird	

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Ghirahim	Lana flees or the Allied Base falls

Master Quest Rule:
No Healing

DEFEAT ENEMY TROOPS AND DEFEND THE ALLIED BASE

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu north of the Rockface Keep. After defeating that Bombchu, switch to your other Playable Warrior and take out the Bombchu heading toward the S. Desert Keep. Set your unused Playable Warrior to head toward the final Bombchu, which is in the southwest corner of the map. That shortens your trip to the final Bombchu when you're ready to switch back to your original Playable Warrior.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

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Master Quest Map
D-3

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Compass

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

Master Quest Rule:
No Healing

TWO IMPRISONED

To defeat The Imprisoned, destroy its toes. Watch out for the shock waves it creates when it steps. Alternate between feet whenever The Imprisoned is walking. Once you destroy all of its toes, it falls over and its Weak Point Mark appears. Repeat this and perform a handful of Weak Point Smashes to win.

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Master Quest Map

D-4

DEFEAT ALL ENEMIES!

Unlockables	
Power Bracelet	Wizzro – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Guarding

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HYRULE WARRIORS LEGENDS

Master Quest Map
D-5

DUNGEON SCENARIO:

DEFEAT THE GULF BEAST!

Unlockables

Skull Kid – Heart Container (A-Rank)

1,000 KO Skulltula

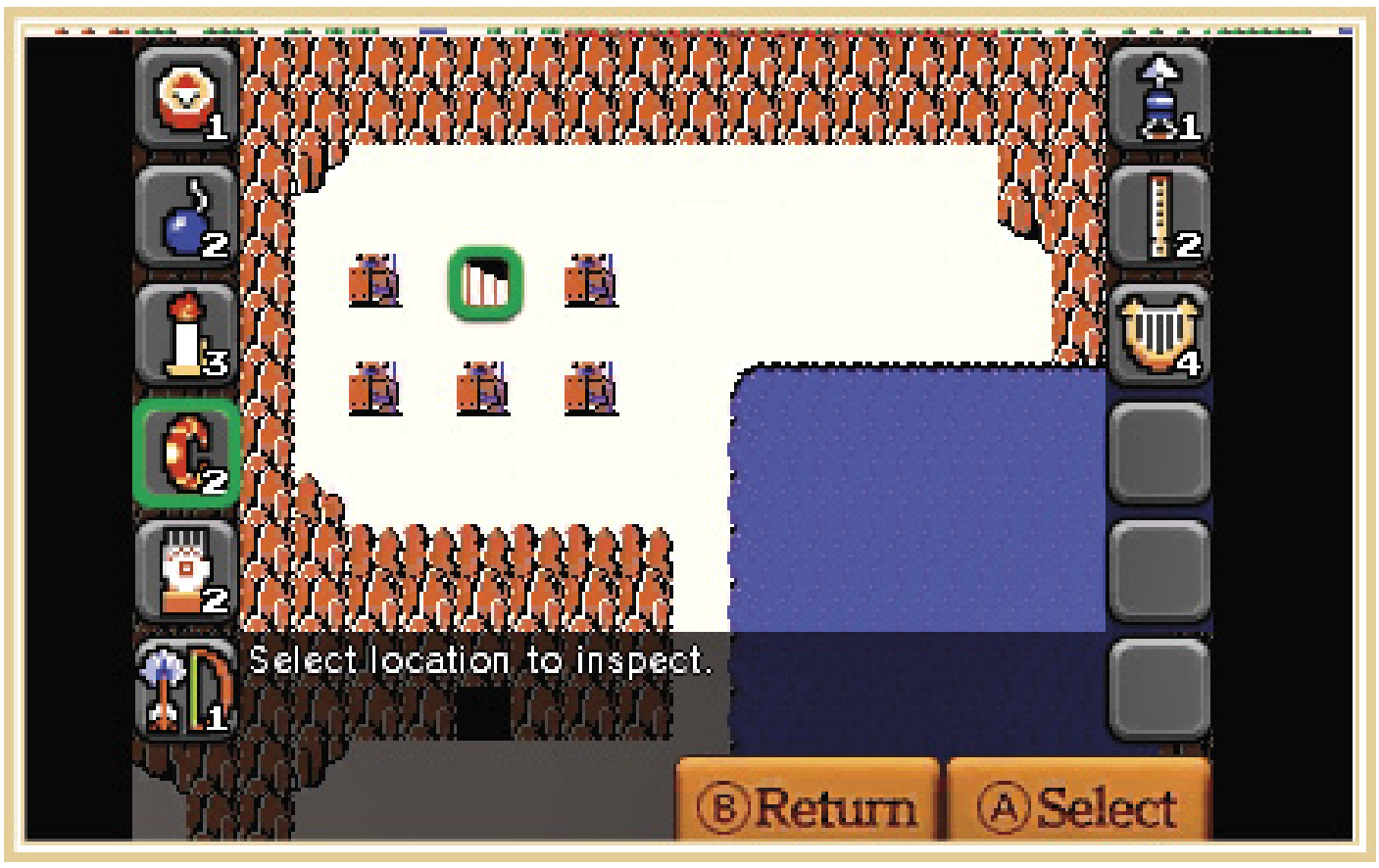
Second Gold Skulltula

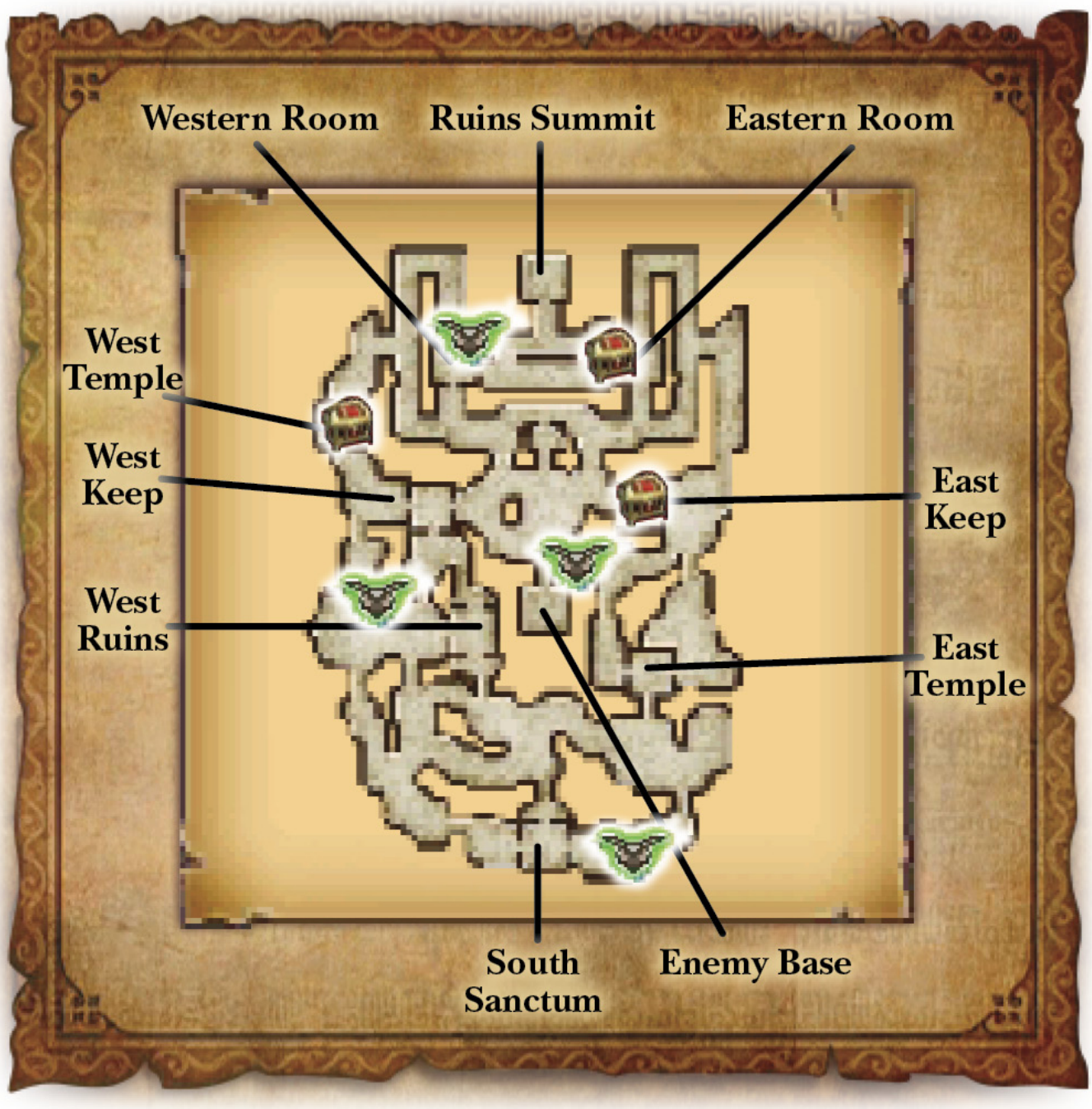
Search Item

Power Bracelet: Skull Kid's Majora's Ocarina (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	





Victory Conditions	Defeat Conditions
Defeat Cia	Lana flees

Master Quest Rule:

No Healing

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

DEFEAT THE ENEMY COMMANDER

You can find Cia in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Eastern Room Keep first, however.

DEFEAT MANHANDLA TO WIN

To defeat Manhandla, you need to wait until its stalks turn green, then hit them with the Boomerang. Once you've hit all four, Manhandla uproots and its Weak Point Mark is revealed. Hit it with a handful of Weak Point Smashes to make short work of the monstrous man-eater.

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HYRULE WARRIORS LEGENDS

Master Quest Map
D-6

ADVENTURE BATTLE:

DESTROY ENEMIES AND TRAITORS ALIKE!

Unlockables	
Fi – Heart Container (Treasure)	1,000 KO Skulltula
Second Gold Skulltula	

Search Item
Digging Mitts: Costume – Ghirahim's Standard Outfit (Master Quest)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Zelda	Cia flees or the Allied Base falls

Master Quest Rule:
No Healing

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in one of the six Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stops converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat him to complete the mission.

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Master Quest Map
D-7

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables	
Candle	Wizzro – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

Master Quest Rule:
Don't Get Hit

TWO DODONGOS

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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HYRULE WARRIORS LEGENDS

Master Quest Map
D-8

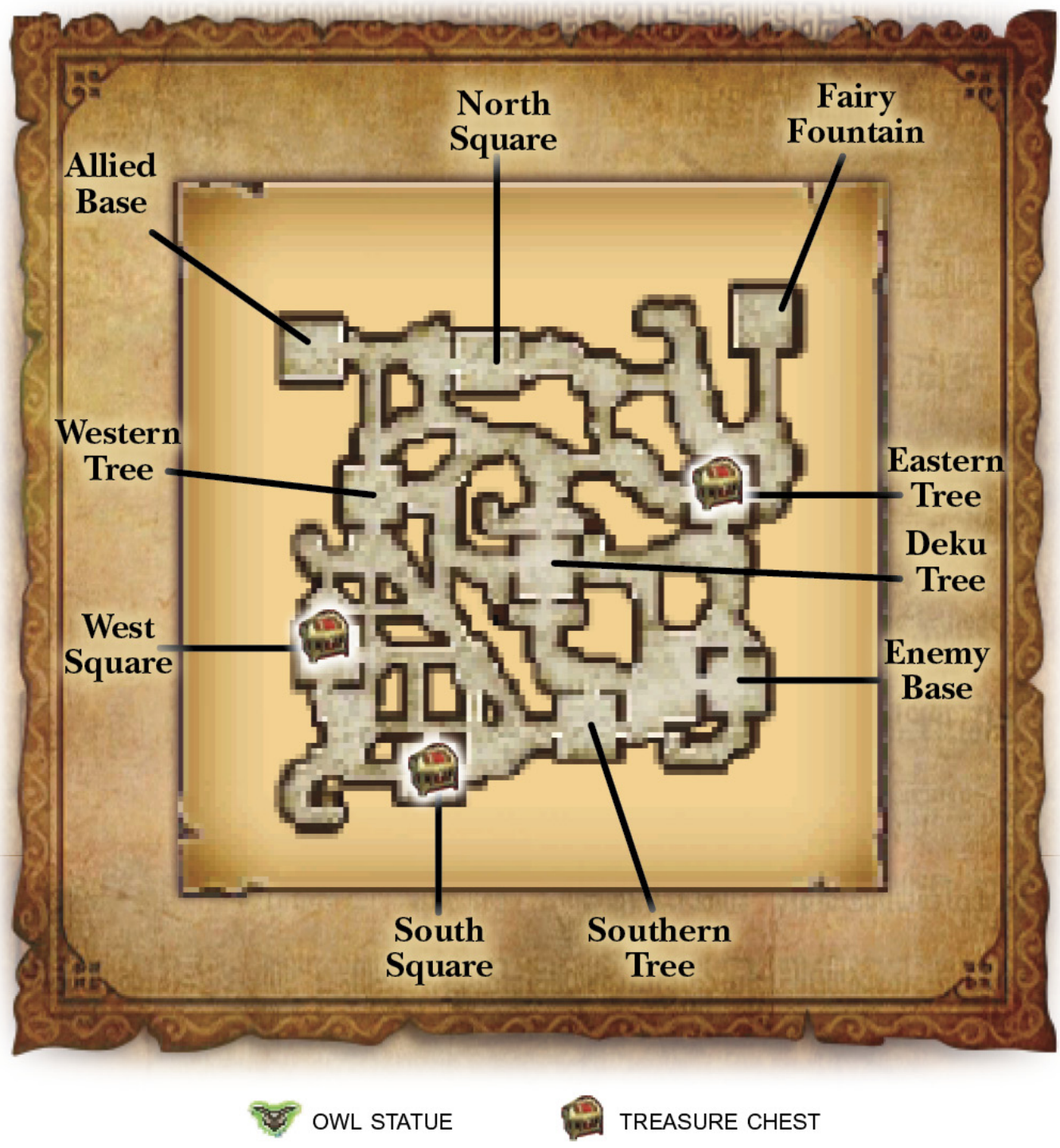
DUNGEON SCENARIO:

DEFEAT THE ISLAND BEAST!

Unlockables	
King Daphnes – Heart Container (A-Rank)	
Fairy Clothing: Top (Treasure)	Fairy Food: Weird

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Volga	Zelda flees or the Allied Base falls

Master Quest Rule:
Speed Run

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

To open the gates of the Enemy Base Keep, capture all of the Keeps marked on your map.

DEFEAT THE ENEMY COMMANDER

You can find Volga in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the West Square Keep first, however.

DEFEAT KING DODONGO TO WIN

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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Master Quest Map
D-9

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables	
Candle	Wizzro – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

Master Quest Rule:
Don't Get Hit

TWO DODONGOS

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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Master Quest Map
D-10

DEFEAT 600 ENEMIES IN TIME!

Unlockables	
Recorder	Volga – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Healing

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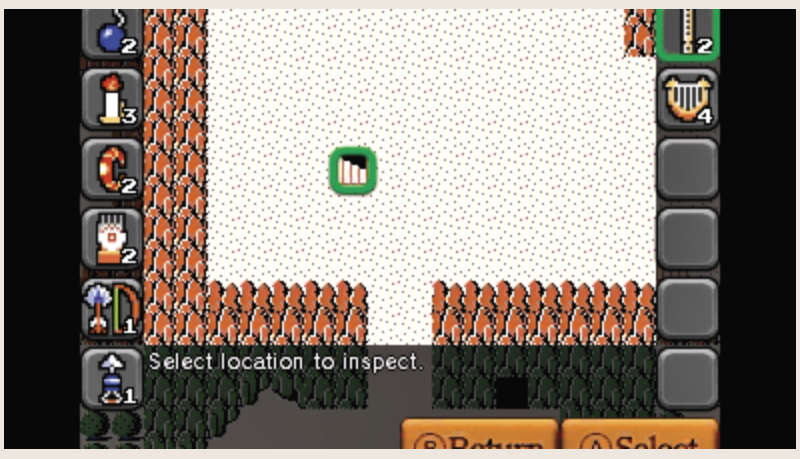
Hyrule Warriors Legends

Master Quest Map
D-11

MISSING ENEMIES



You must use a Recorder in the Search Screen to make the enemies appear in this Scenario.

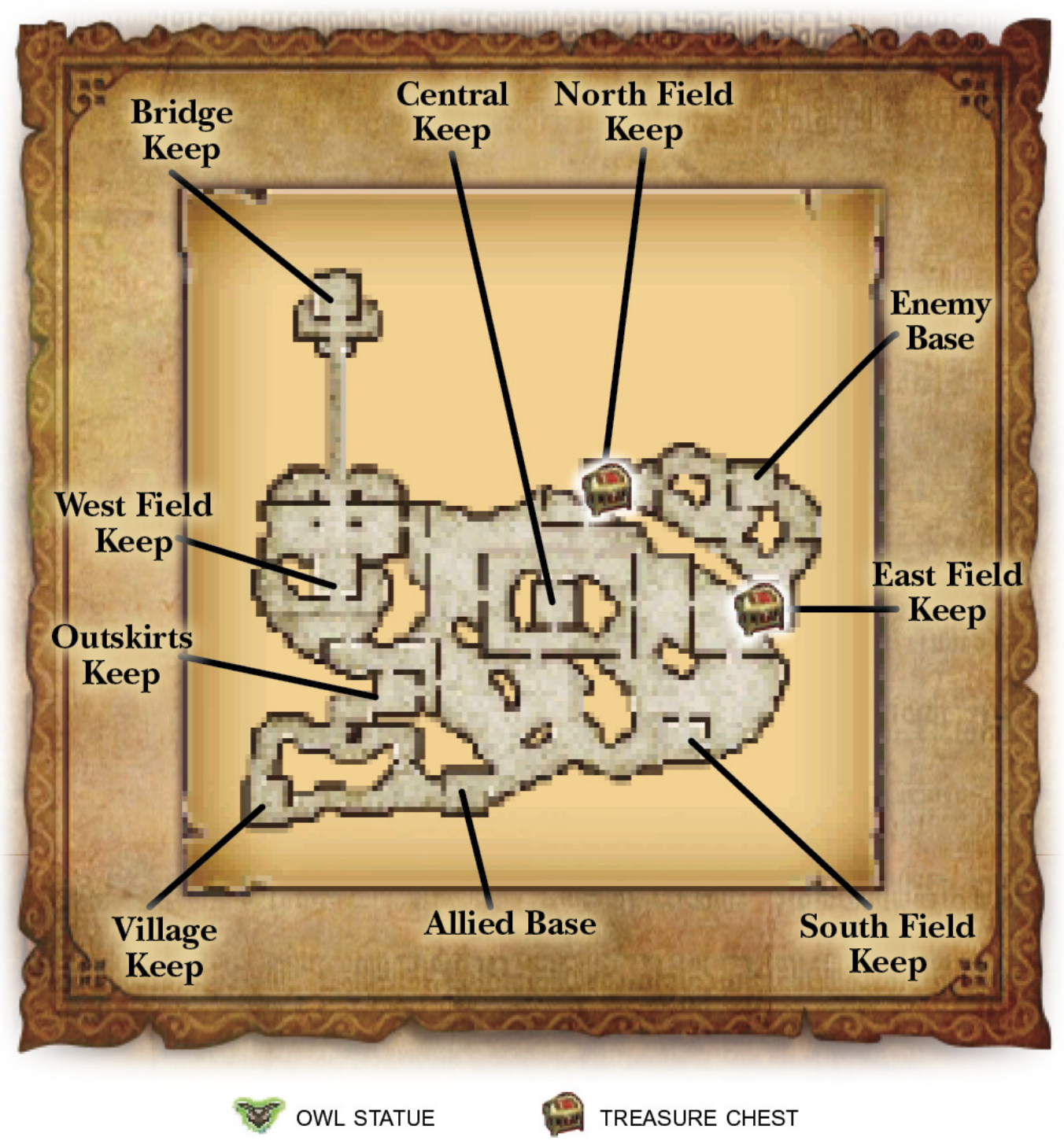
ADVENTURE BATTLE:

DEFEAT THE DARKNUT FORCES!

Unlockables	
Zant – Heart Container (A-Rank)	Fairy Clothing: Bottoms (Treasure)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Impa	Agitha flee or the Allied Base falls

Master Quest Rule:
No Guarding

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the three Captains marked on your map to open the gates to the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Master Quest Map
D-12

ADVENTURE BATTLE:

DEFEAT ENEMIES AND TRAITORS ALIKE!

Unlockables	
1,000 KO Skulltula	Second Gold Skulltula

Search Item
Digging Mitts: Costume – Midna's Standard Outfit (Master Quest)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Sheik	Cia flees or the Allied Base falls

Master Quest Rule:
Speed Run

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in one of the five Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stops converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat him to complete the mission.

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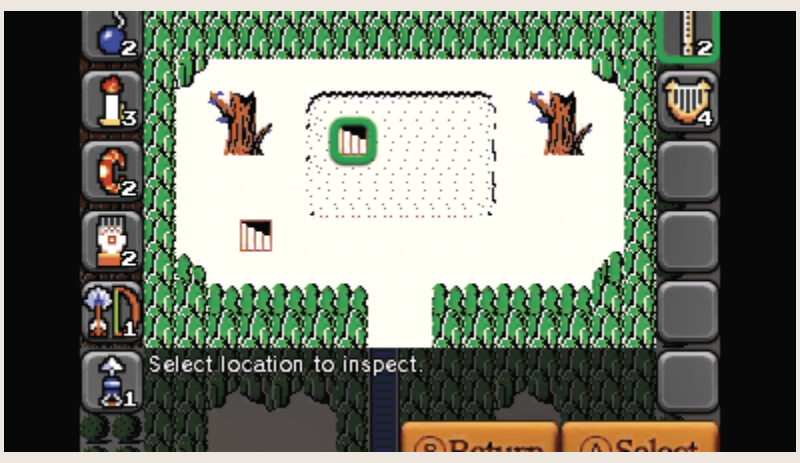
Hyrule Warriors Legends

Master Quest Map
D-13

MISSING ENEMIES



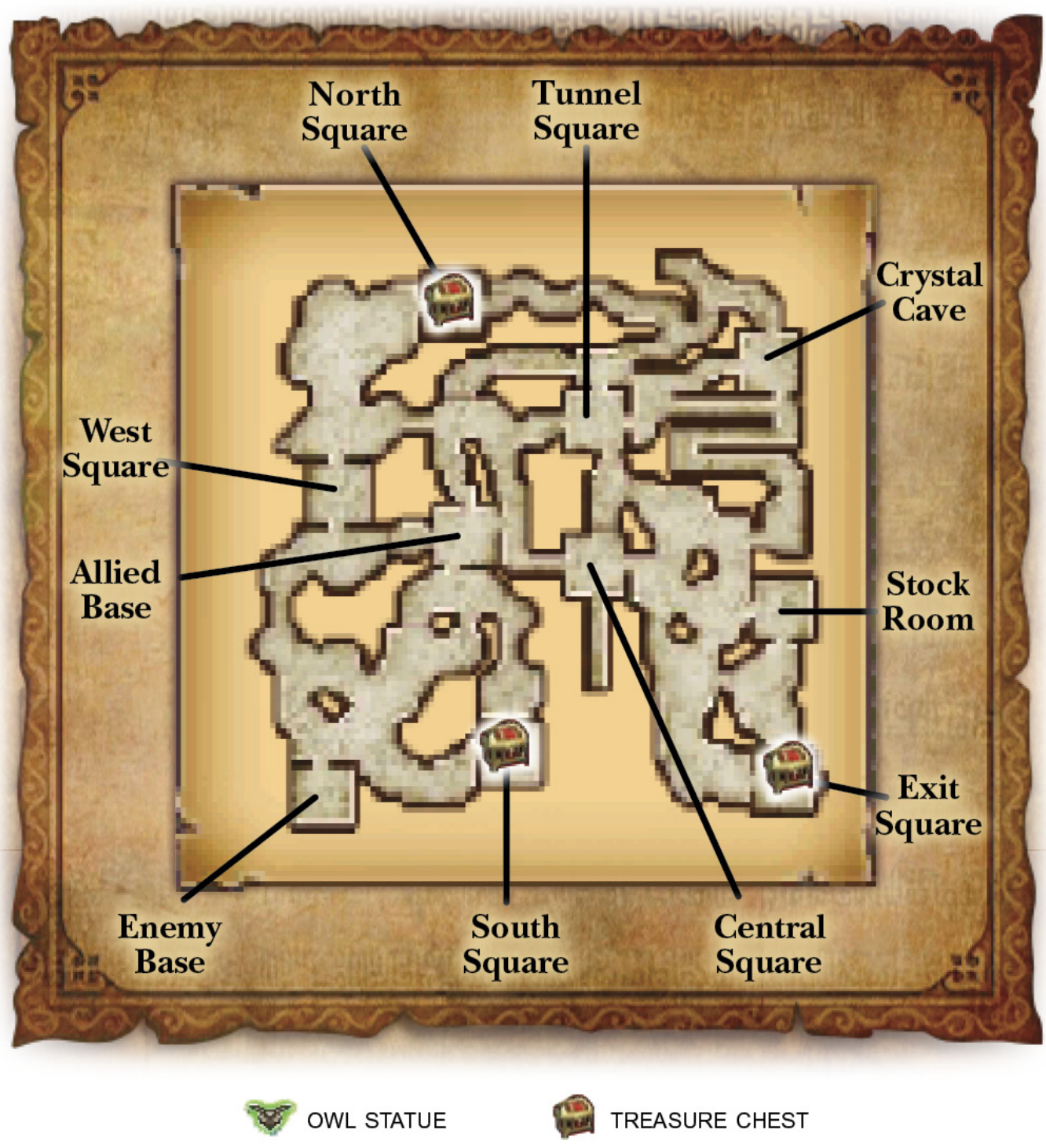
You must use a Recorder in the Search Screen to make the enemies appear in this Scenario.

DUNGEON SCENARIO: DEFEAT THE CLIFF BEAST!

Unlockables
Fairy Food: Plant

Search Item
Digging Mitts: Link's Epona of Time (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Big Poe	Zelda flees or the Allied Base falls

Master Quest Rule:
No Healing

DEFEAT ENEMY TROOPS AND DEFEND THE ALLIED BASE

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu in the northeast corner of the map. While chasing down that Bombchu, make sure to send your other Playable Warrior toward the Bombchu in the southwest corner of the map. After defeating the first Bombchu, head toward the Bombchu near the southeast corner of the map. Once the second Bombchu has been defeated, switch to your other Playable Warrior and take out the third Bombchu to complete the mission.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

DEFEAT THE ENEMY COMMANDER

You can find Big Poe in the Enemy Base Keep. You cannot open the Keep until you grab the Boss Key from the North Square Keep first, however.

DEFEAT KING DODONGO TO WIN

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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Hyrule Warriors Legends

Master Quest Map
D-14

FIGHT THROUGH THE TRIBE QUIZ!

Unlockables

None

Search Item

Power Bracelet: Tetra – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 6,000 damage or less

Master Quest Rule:

No Guarding

DEFEAT THE ONE WHO LIVES IN WATER

Defeat Ruto.

DEFEAT THE CHIEF OF THE SHEIKAH TRIBE

Defeat Impa.

DEFEAT THE ONE FROM THE MOUNTAIN

Defeat Darunia.

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HYRULE WARRIORS LEGENDS

Master Quest Map
D-15

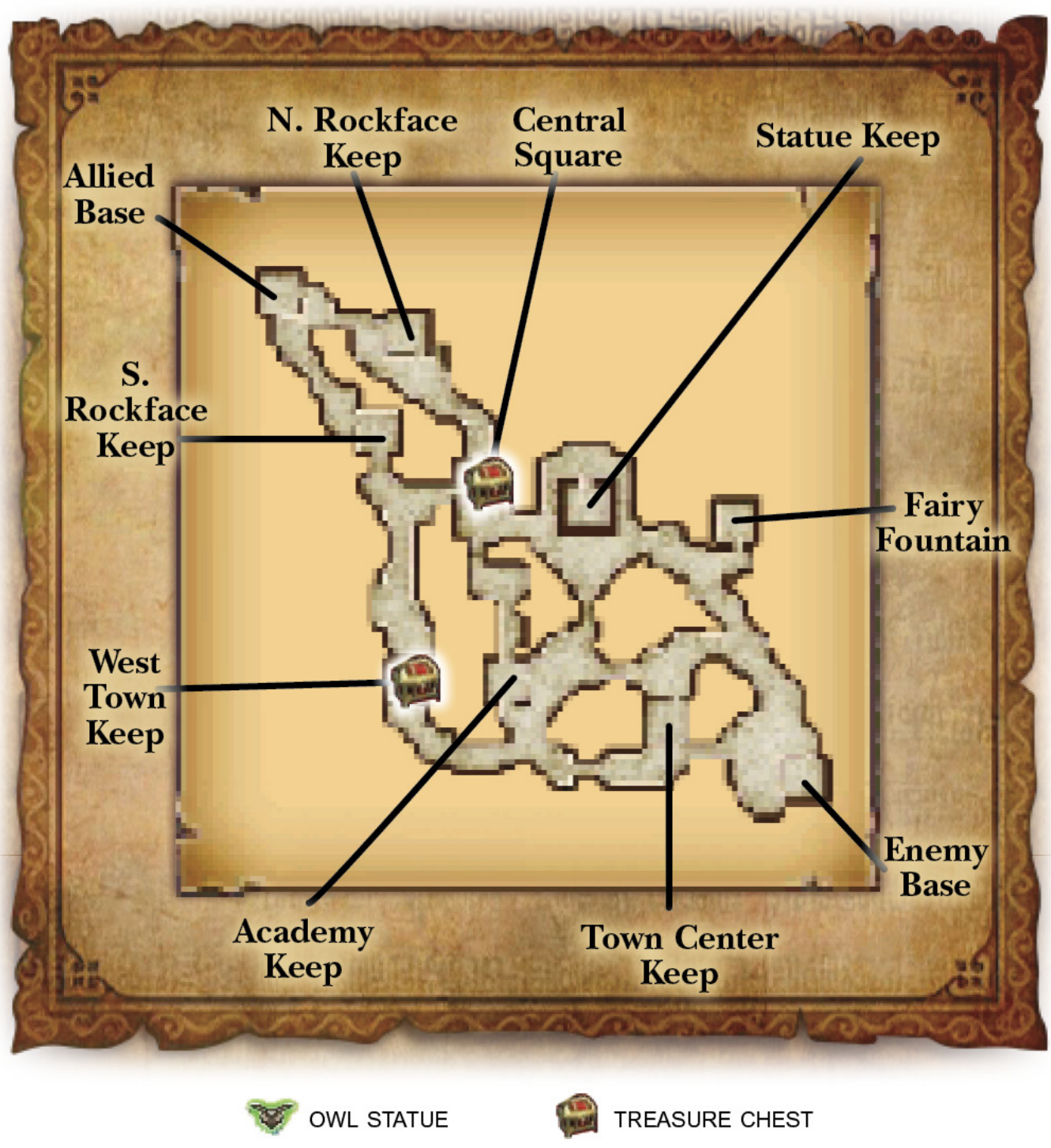
ADVENTURE BATTLE:

CAPTURE THE ENEMY KEEPS!

Unlockables	
Compass	Agitha – Heart Container (Treasure)

Search Item
Digging Mitts: Agitha's Princess Parasol (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Ganondorf	Cia flees or the Allied Base falls

Master Quest Rule:
No Healing

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

To open the gates of the Enemy Base Keep, capture all of the Keeps marked on your map.

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HYRULE WARRIORS LEGENDS

Master Quest Map
D-16

ADVENTURE BATTLE:

TAKE ON THE SWORD MASTERS!

Unlockables

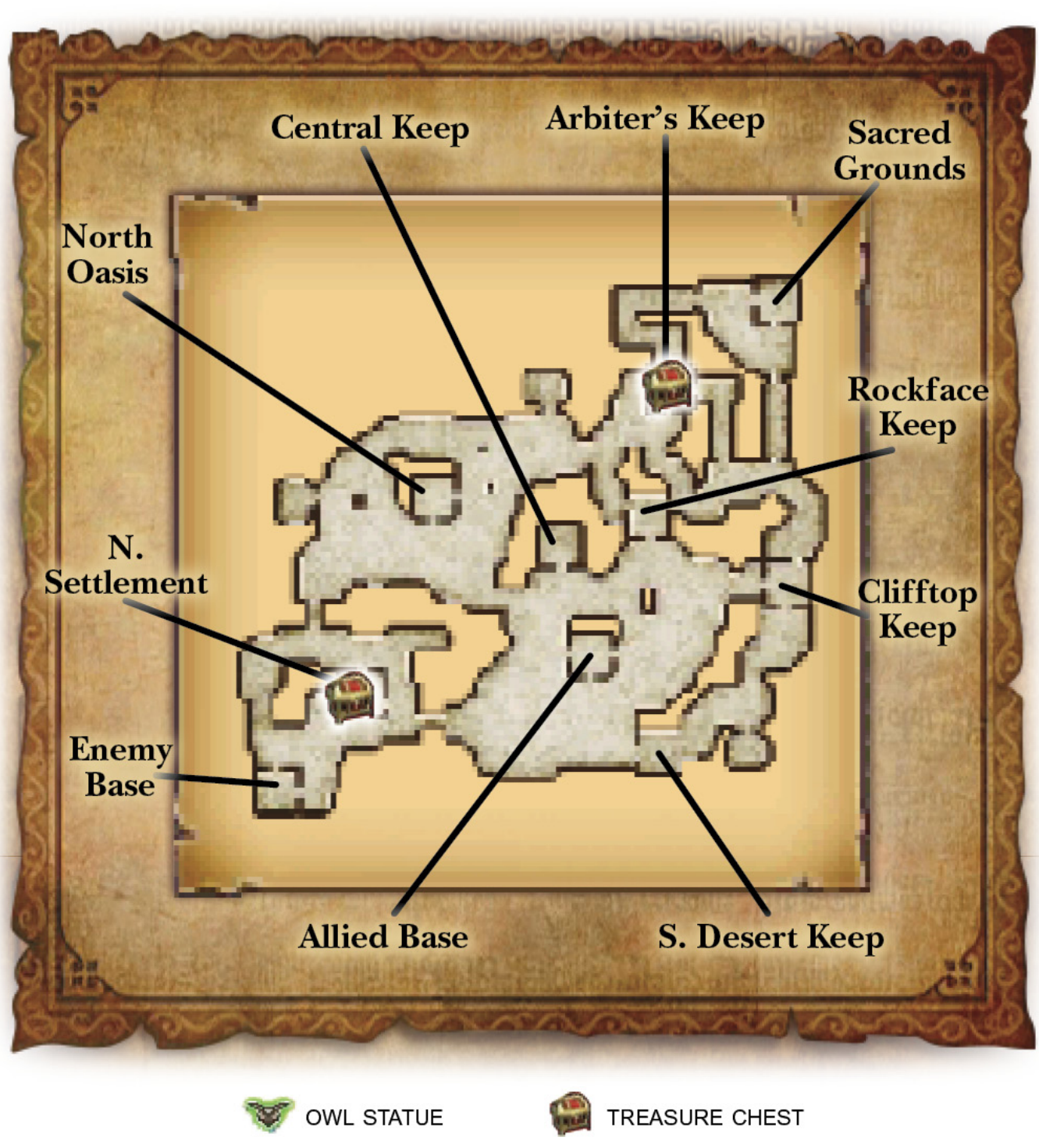
Fairy Clothing: Top (Treasure)

Search Item

Ice Arrows: Lana's Gate of Souls (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Link	Sheik flees or the Allied Base falls

Master Quest Rule:

Speed Run

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the three Captains marked on your map to open the gates to the Enemy Base Keep.

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Master Quest Map
E-1

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables	
Ice Arrow	Wizzro – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 15 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Item Attacks

DEFEAT 20 ENEMY CAPTAINS

You cannot use your Bow Sub-Weapon in this stage, so you're going to have to get creative. There are Deku Babas strewn about the map, which makes things a real challenge, since you have no effective way of defeating them and their poison mist takes you down to a quarter Heart in a split second. You're definitely going to want Sheik for this mission; her water shield helps you tremendously. Just press Regular-Combo, wait for a second, then hit Combo Attack again to have her activate her shield. It lasts for up to three hits or for around 60 seconds, so we suggest that as soon as you activate it, quickly do another Regular-Combo attack to set the water element on your weapon. That way, if lose your shield, you can just press Combo Attack to reactivate it, instead of having to perform the entire combo.

The Imprisoned isn't particularly hard to defeat, but it does have one trick: When defeated, an Imprisoned sometimes shoot out a beam of dark energy with decent range. As a precaution, whenever you defeat an Imprisoned, stay out of the path of its mouth.

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HYRULE WARRIORS LEGENDS

Master Quest Map
E-2

ADVENTURE BATTLE:

CAPTURE THE ENEMY KEEPS!

Unlockables	
Harp	1,000 KO Skulltula
Second Gold Skulltula	

Search Item
Power Bracelet: Costume – Lana's Guardian of Time

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Fi	Ghirahim or the Allied Base falls

Master Quest Rule:
No Healing

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

To open the gates of the Enemy Base Keep, capture all of the Keeps marked on your map.

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Hyrule Warriors Legends

Master Quest Map
E-3

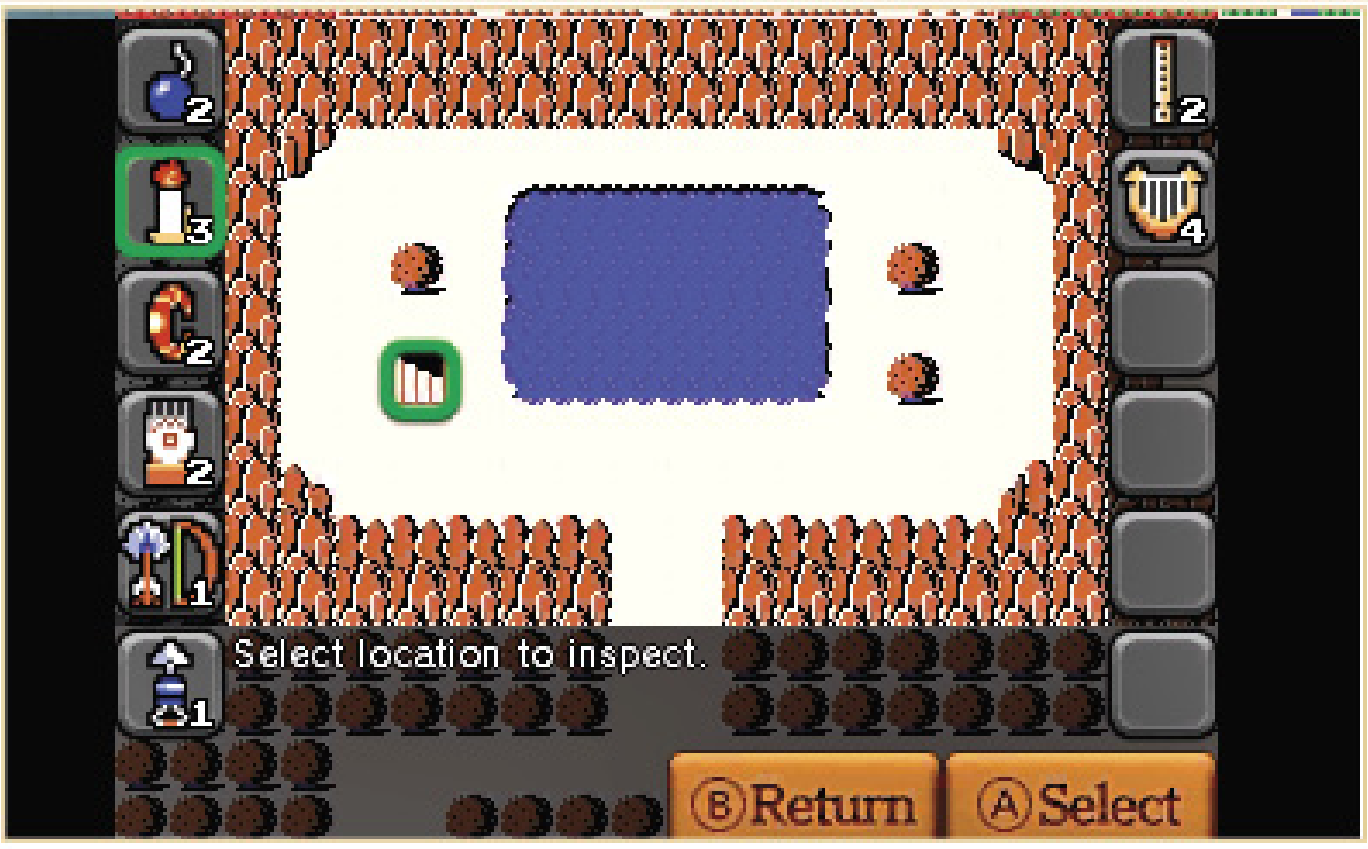
ADVENTURE BATTLE:

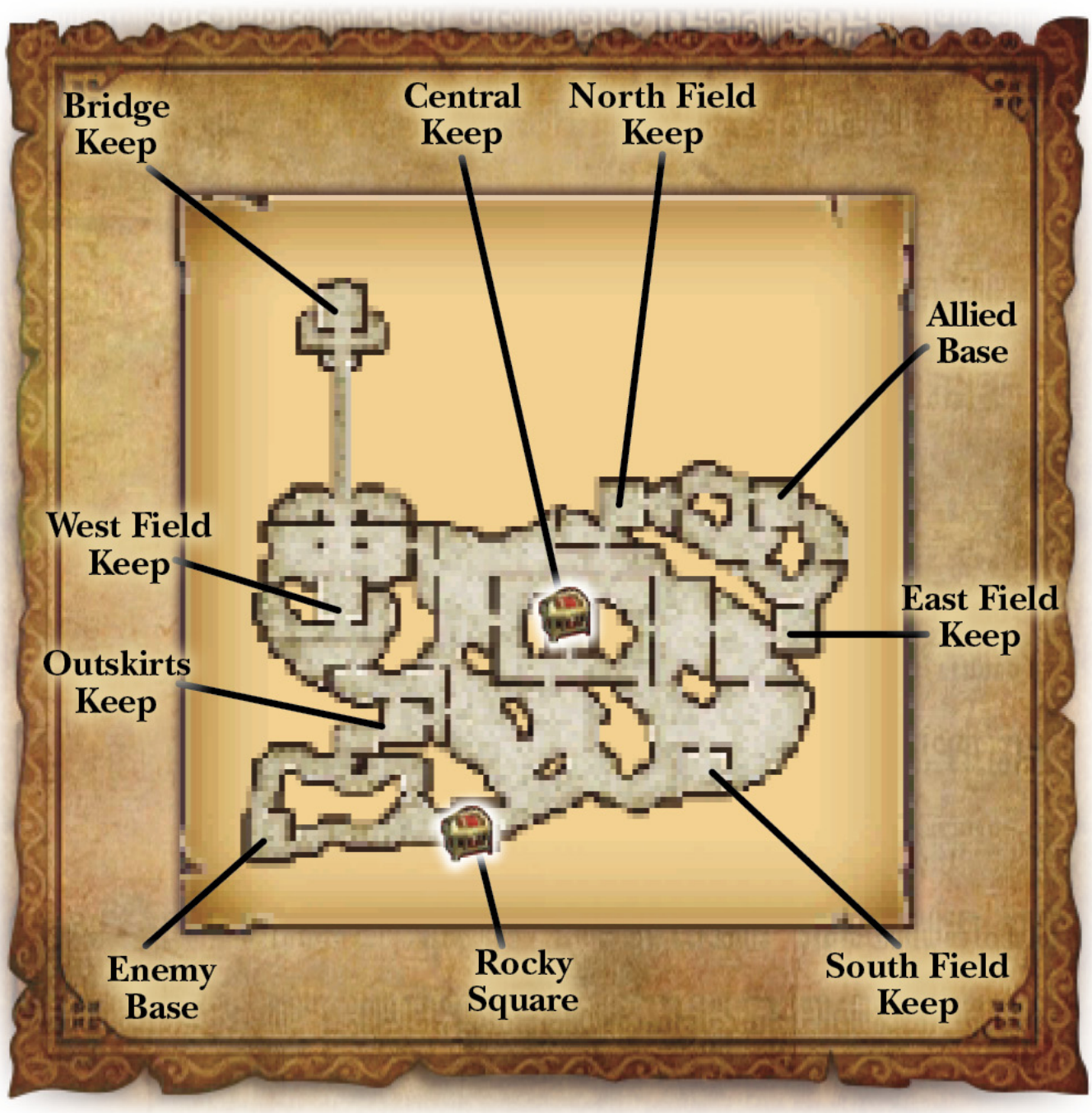
CAPTURE THE ENEMY KEEPS!

Unlockables	
Recorder	Fairy Food: Drink

Search Item
Candle: Impa's Sheikah Naginata (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	





OWL STATUE TREASURE CHEST

Victory Conditions	Defeat Conditions
Defeat Zant	Darunia flees or the Allied Base falls

Master Quest Rule:
Speed Run

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

To open the gates of the Enemy Base Keep, capture all of the Keeps marked on your map.

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Master Quest Map

E-4

DEFEAT 800 ENEMIES IN TIME!

Unlockables	
Sheik – Heart Container (A-Rank)	Ice Arrow

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Healing

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Master Quest Map
E-5

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables	
Raft	Cia – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 15 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Item Attacks

DEFEAT 20 ENEMY CAPTAINS

The enemy Captains you must slay in this Scenario are Darknuts. They are sluggish, melee-focused monsters that pose very little threat to you. They can throw their swords, but these weapons fly rather slowly and the Darknuts telegraph the attack. Their sword hand glows bright blue just before they throw it.

Princess Ruto is actually a pretty good match-up for these stages. All of her Combo Attacks fill the bar underneath her Health Bar. If you press Combo Attack when you have a bit of that bar full, then press it again, Ruto throws out a wave that can travel great distances, moves at incredible speeds, and destroys all enemies it touches—it works a lot like Link's Regular-Regular-Combo attack with the Master and Hylian Sword. To top it off, once she depletes that bar, she creates an enormous wave that sweeps an area clean of any enemies you haven't yet defeated. Make sure to use Combo Attacks frequently to fill up her water bar—you don't even need to use them on enemies to fill up the bar—and you can take out these enemies with little to no trouble.

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HYRULE WARRIORS LEGENDS

Master Quest Map
E-6

DUNGEON SCENARIO:

DEFEAT THE OCEAN BEAST!

Unlockables	
Fairy	Fairy Food: Drink
Fi – Heart Container (A-Rank)	Harp

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less

Victory Conditions	Defeat Conditions
Defeat Zant	Ghirahim flees

Master Quest Rule:
No Guarding

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

DEFEAT THE ENEMY COMMANDER

You can find Zant in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the West Keep first, however.

DEFEAT THE IMPRISONED TO WIN

To defeat The Imprisoned, destroy its toes. Watch out for the shock waves it creates when it steps. Alternate between feet whenever The Imprisoned is walking. Once you destroy all of its toes, it falls over and its Weak Point Mark appears. Repeat this and perform a handful of Weak Point Smashes to win.

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HYRULE WARRIORS LEGENDS

Master Quest Map
E-7

ADVENTURE BATTLE:

DESTROY THE ARMY WITH BOOSTED MORALE!

Unlockables	
Fairy Clothing: Top (Treasure)	Fairy Food: Plant
Impa – Heart Container (Treasure)	

Search Item
Candle: Costume – Impa's Standard Outfit (Master Quest)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Volga	Zelda flees

Master Quest Rule:
Speed Run

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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Hyrule Warriors Legends

Master Quest Map

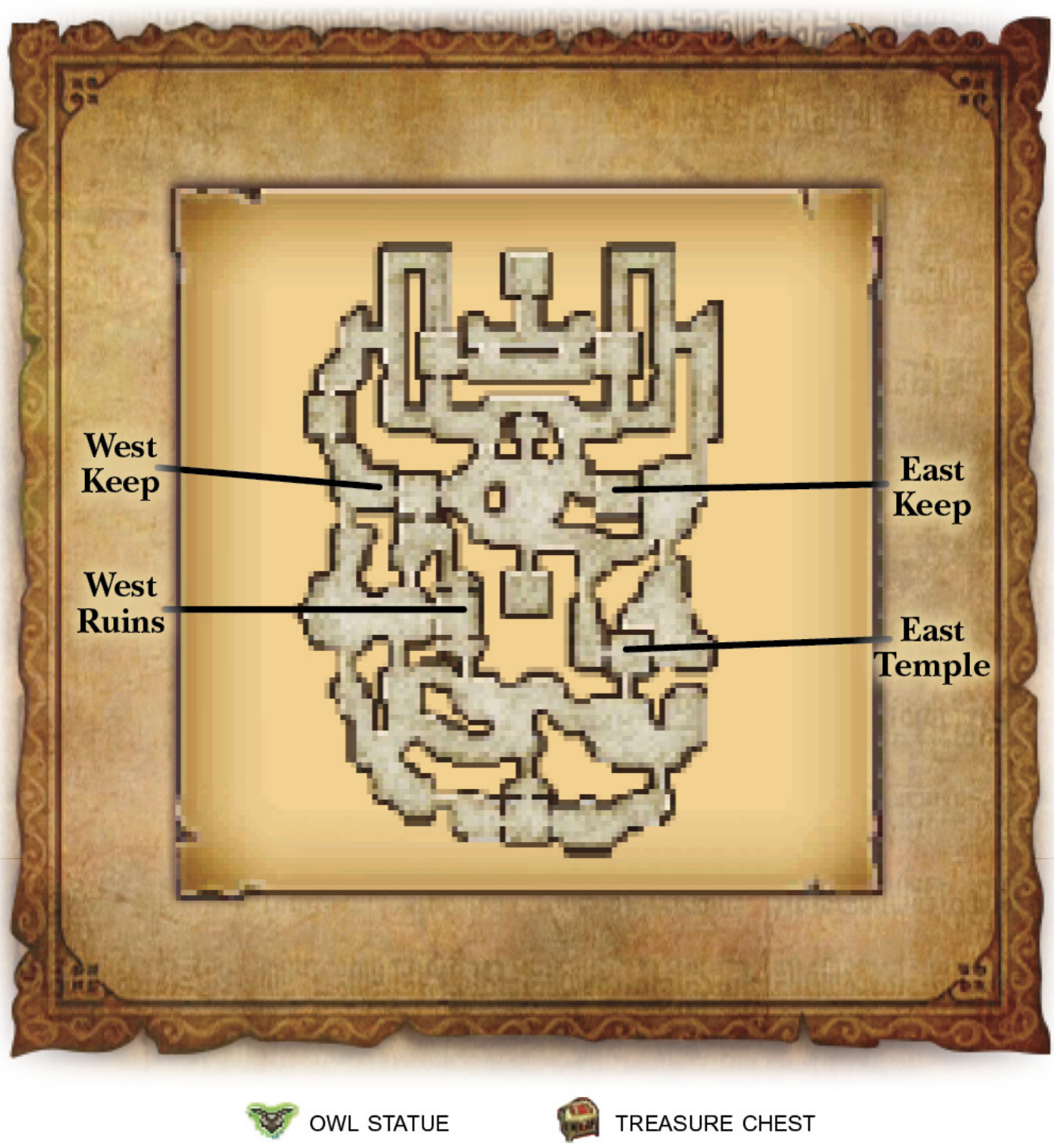
E-8

GUARD THE ALLIED KEEPS WITH YOUR LIFE!

Unlockables	
Water Bombs	Cia – Piece of Heart (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	HEALTH – 4,000 damage or less



Master Quest Rule:
Don't Get Hit

Defeat three Darknuts in this mission. First head to the west side of the map and defeat the Darknut there. Then race to the East Keep and defeat the Bokoblins with health bars. Immediately head to the East Temple Keep after defeating the Bokoblins.

A bit after defeating the Bokoblins in the East Keep, two Messengers appear—one on the west center of the map, and one on the south center. Defeat the southern Messenger first, then head west and defeat the second one.

Next head to the Darknut on the southwest corner of the map and swiftly defeat it. Head over to the southeast Darknut and defeat it to complete this Scenario.

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HYRULE WARRIORS LEGENDS

Master Quest Map
E-9

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables

Digging Mitts

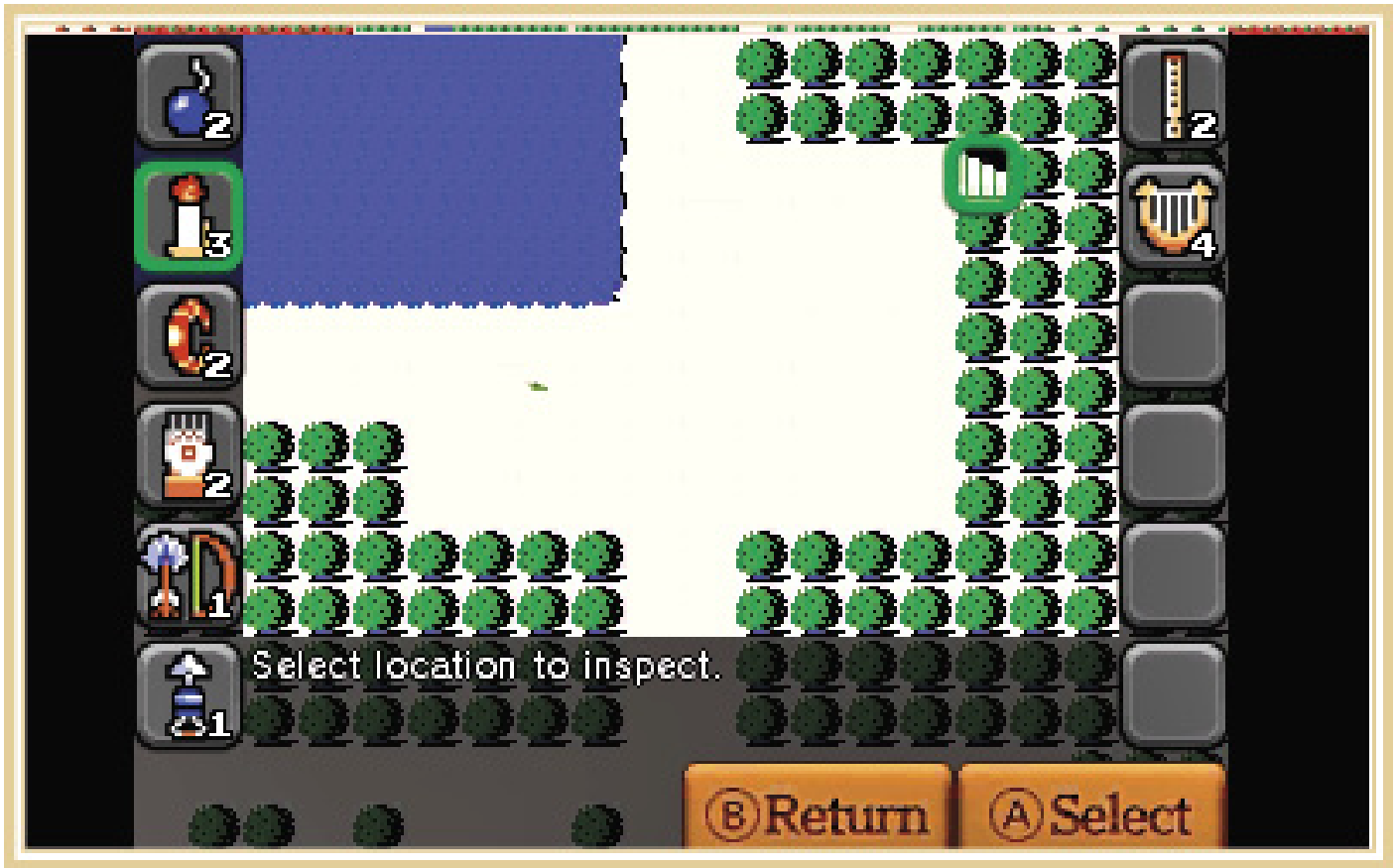
Search Item

Candle: Wizzro – Piece of Heart (A-Rank)

A-Rank

TIME – 15 minutes or less

DAMAGE – 4,000 damage or less



Master Quest Rule:

No Healing

DEFEAT 10 ENEMY CAPTAINS

All of the enemy Captains for this Scenario are Moblins. They have only one ranged attack (when they throw their spear), so defeating them is just a matter of bringing a Bow to a sword fight. Using Link and his Master Sword is very helpful for this battle. Using Link's Regular-Regular-Combo attack with the Master Sword shoots out three beams that damage and knock foes back, making cleaning out entire groups of enemies effortless.

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HYRULE WARRIORS LEGENDS

Master Quest Map

E-10

RACK UP YOUR KO COUNT!

Unlockables

Ice Arrows

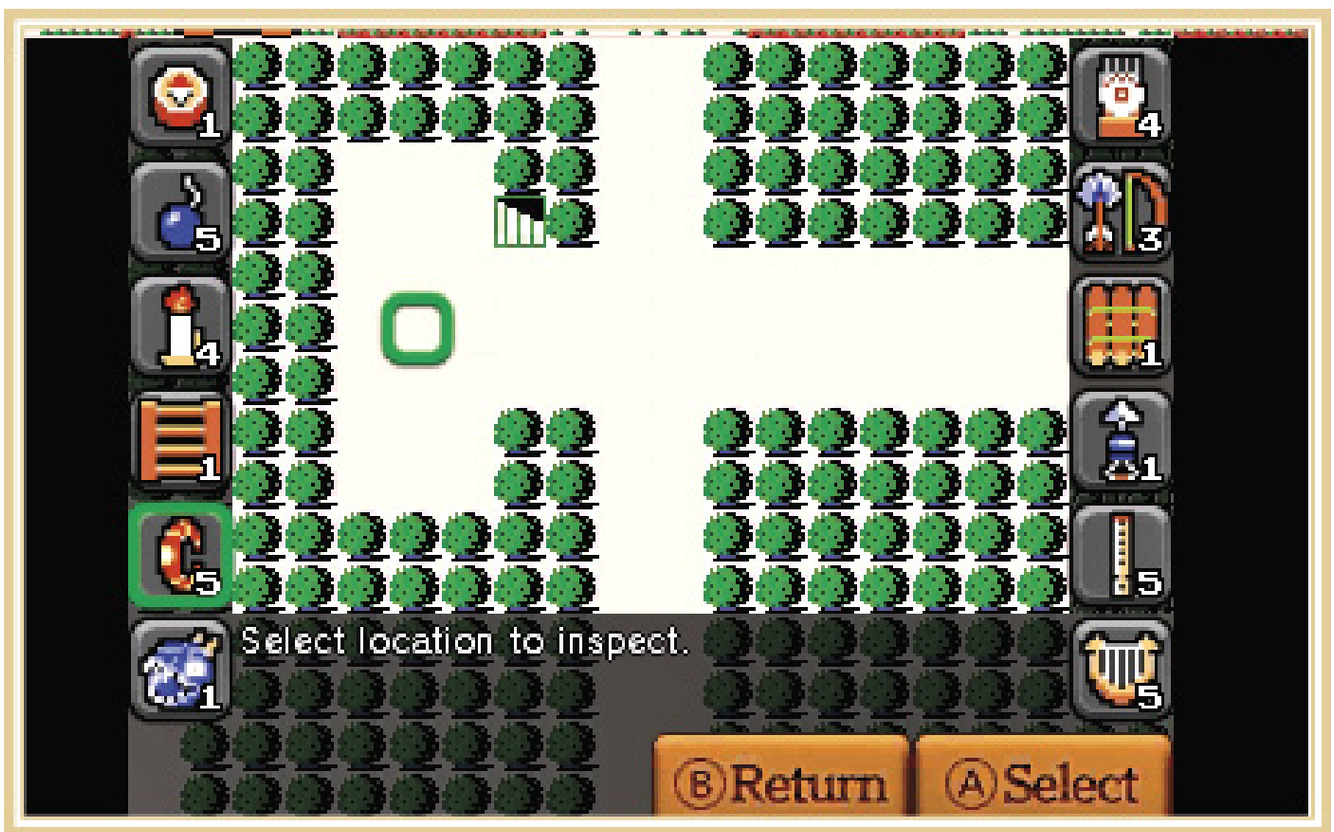
Search Item

Power Bracelet: Wizzro – Heart Container (A-Rank)

A-Rank

KOs – 1,200 enemies or more

DAMAGE – 4,000 damage or less



Master Quest Rule:

No Guarding

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Master Quest Map
E-11

MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

FIGHT THROUGH THE TWILIGHT PRINCESS QUIZ!

Unlockables	
Digging Mitts	Ganondorf – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 6,000 damage or less

Master Quest Rule:
No Item Attacks

DEFEAT THE BUG COLLECTOR

Defeat Agitha.

DEFEAT THE HOME OWNER

Defeat Agitha.

DEFEAT THE TWILIGHT PRINCESS

Defeat Midna.

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HYRULE WARRIORS LEGENDS

Master Quest Map

E-12

DEFEAT ALL ENEMIES!

Unlockables

Candle

Search Item

Candle: Volga – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

Master Quest Rule:

Don't Get Hit

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Master Quest Map

E-13

DEFEAT 500 ENEMIES IN TIME!

Unlockables	
Power Bracelet	Wizzro – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Item Attacks

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Hyrule Warriors Legends

Master Quest Map
E-14

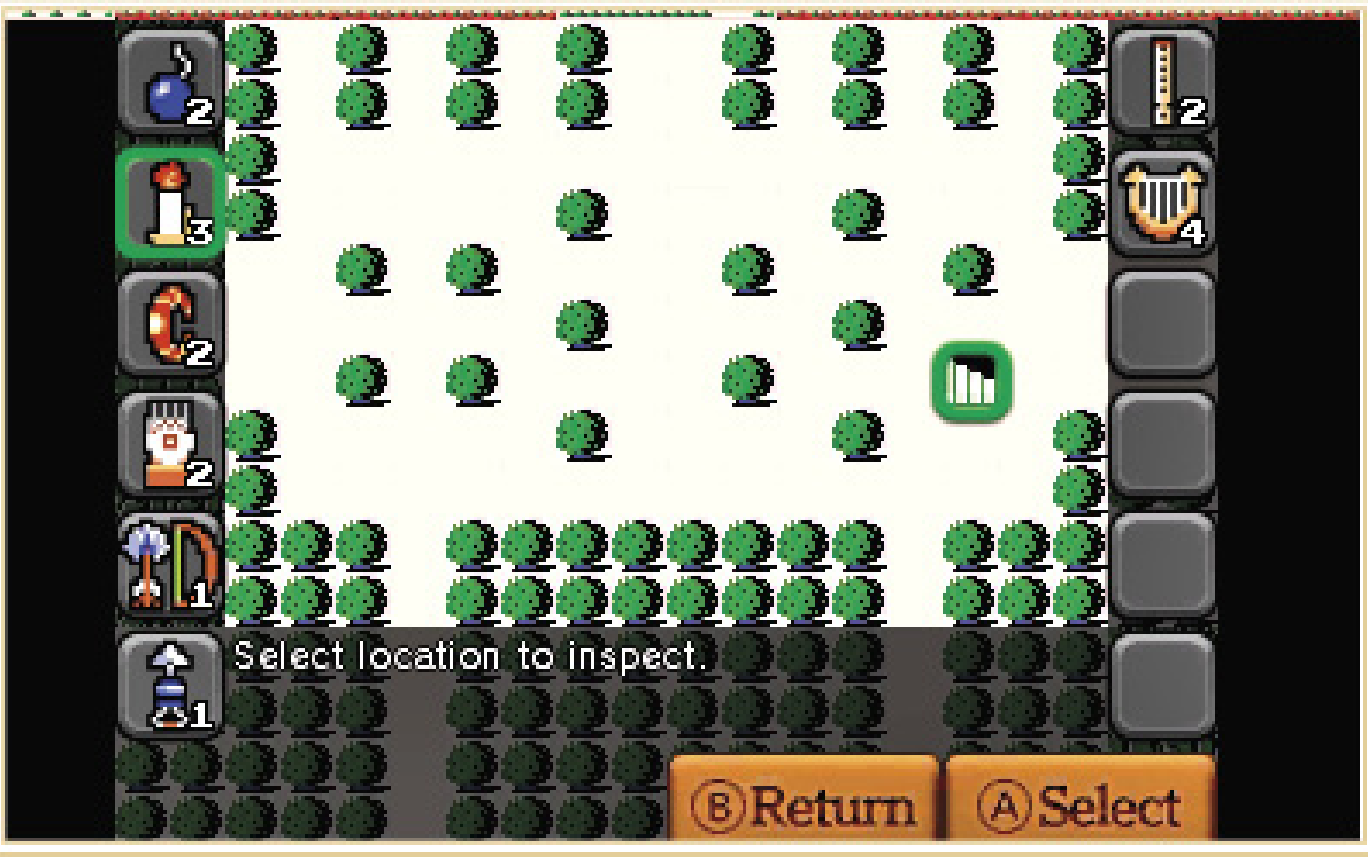
ADVENTURE BATTLE:

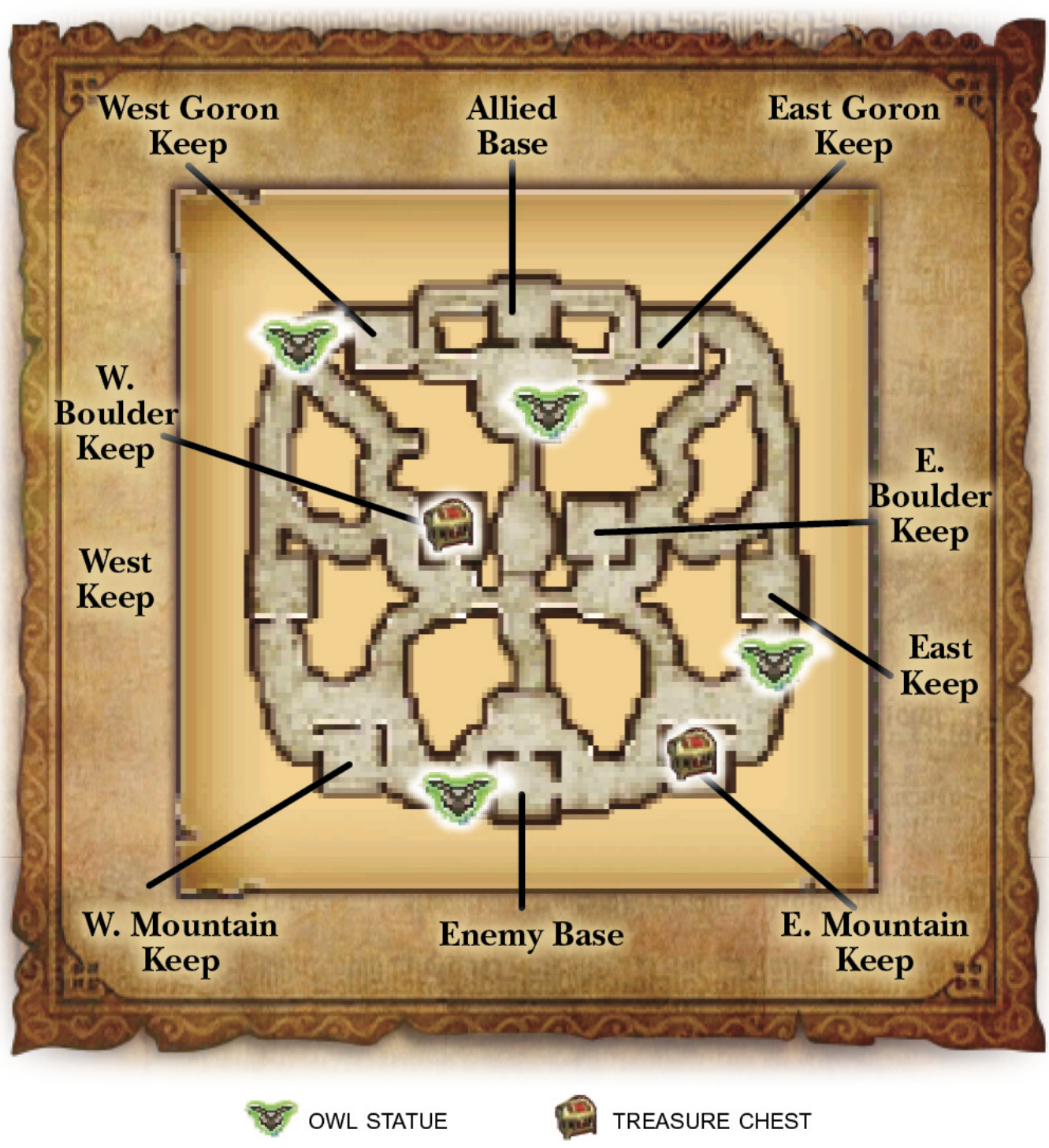
DESTROY ENEMIES AND TRAITORS ALIKE!

Unlockables	
Compass	Fairy
Fairy Food: Plant	

Search Item
Candle: Darunia – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	





Victory Conditions	Defeat Conditions
Defeat Sheik	Ruto flees or the Allied Base

Master Quest Rule:
Speed Run

DEFEAT THE TURNCOAT LEADERS

You need to defeat the Turncoat Leaders that are hiding out in one of the five Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stops converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat him to complete the mission.

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Hyrule Warriors Legends

Master Quest Map
E-15

FIGHT THROUGH THE TRICKY QUIZ!

Unlockables

Recorder

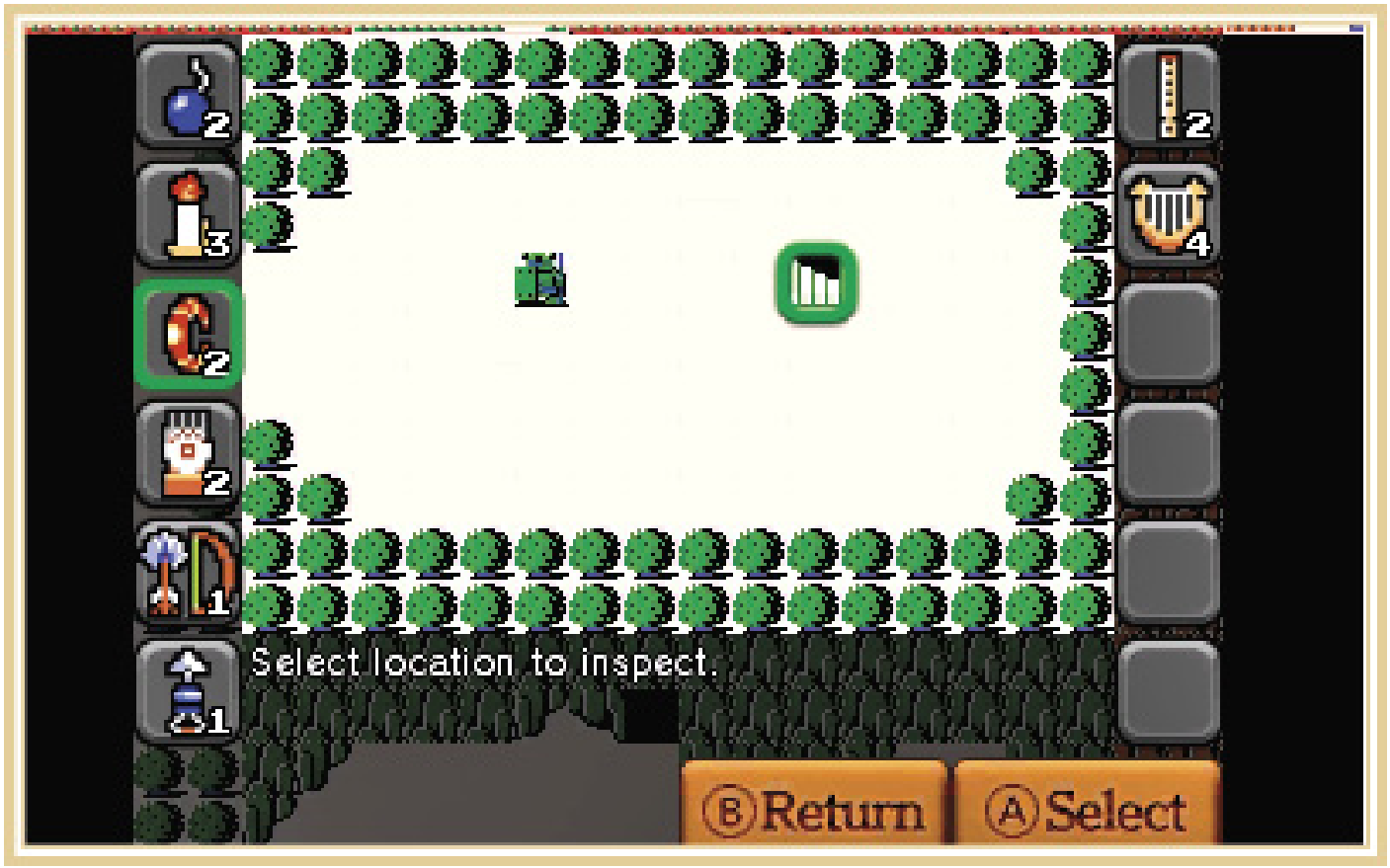
Search Item

Power Bracelet: Agitha – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 6,000 damage or less



Master Quest Rule:

No Guarding

DEFEAT THE ENEMY THAT CAN DISAPPEAR

Defeat the Big Poe.

DEFEAT THE ENEMY THAT IMMOBILIZES YOU

Defeat the ReDead Knight.

DEFEAT THE ENEMY IN A DISGUISE

Defeat Sheik.

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Master Quest Map

E-16

DEFEAT ALL ENEMIES!

Unlockables	
Skull Kid – Heart Container (A-Rank)	Compass

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Healing

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Master Quest Map

F-1

DEFEAT ALL ENEMIES!

Unlockables	
Recorder	Volga – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Healing

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HYRULE WARRIORS LEGENDS

Master Quest Map
F-2

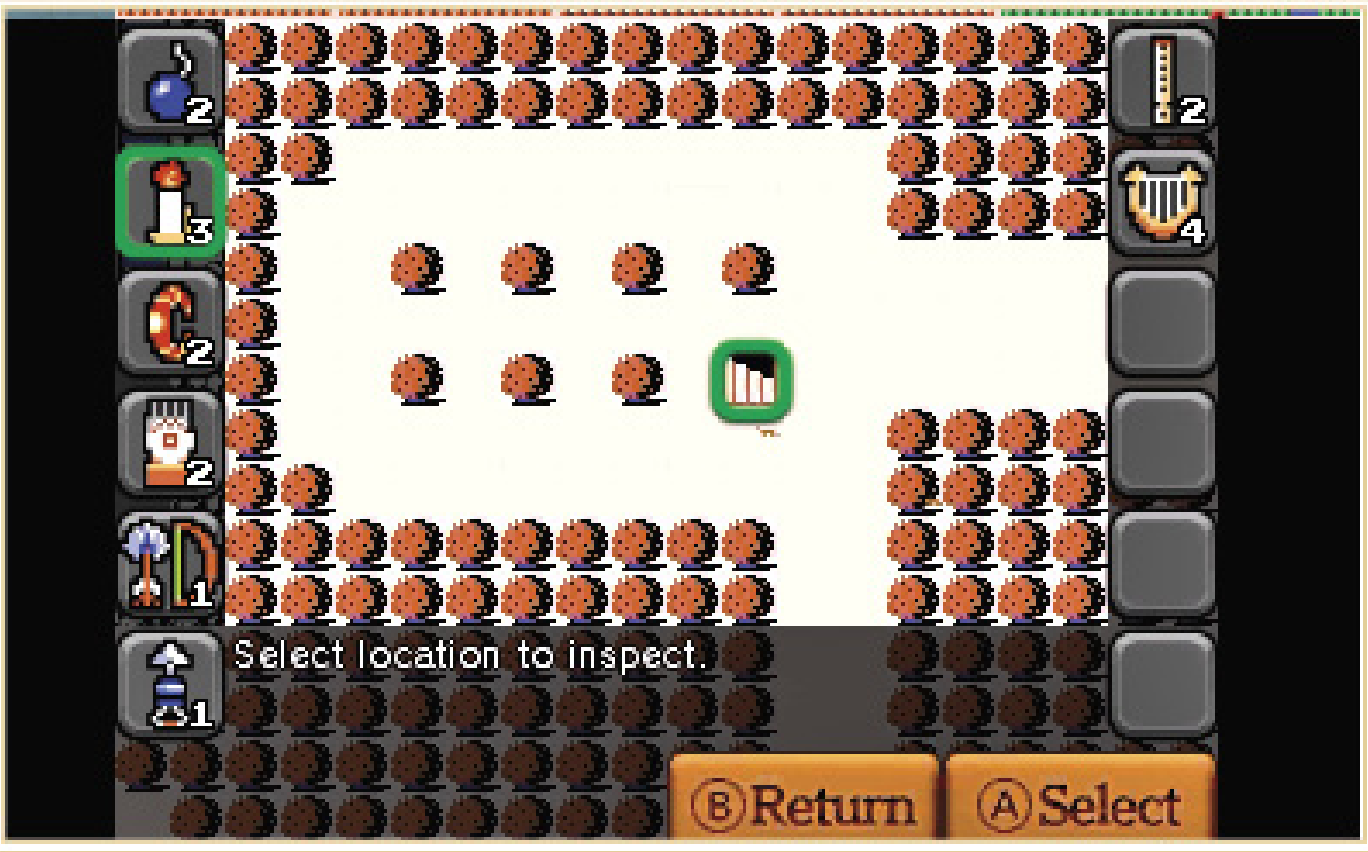
ADVENTURE BATTLE:

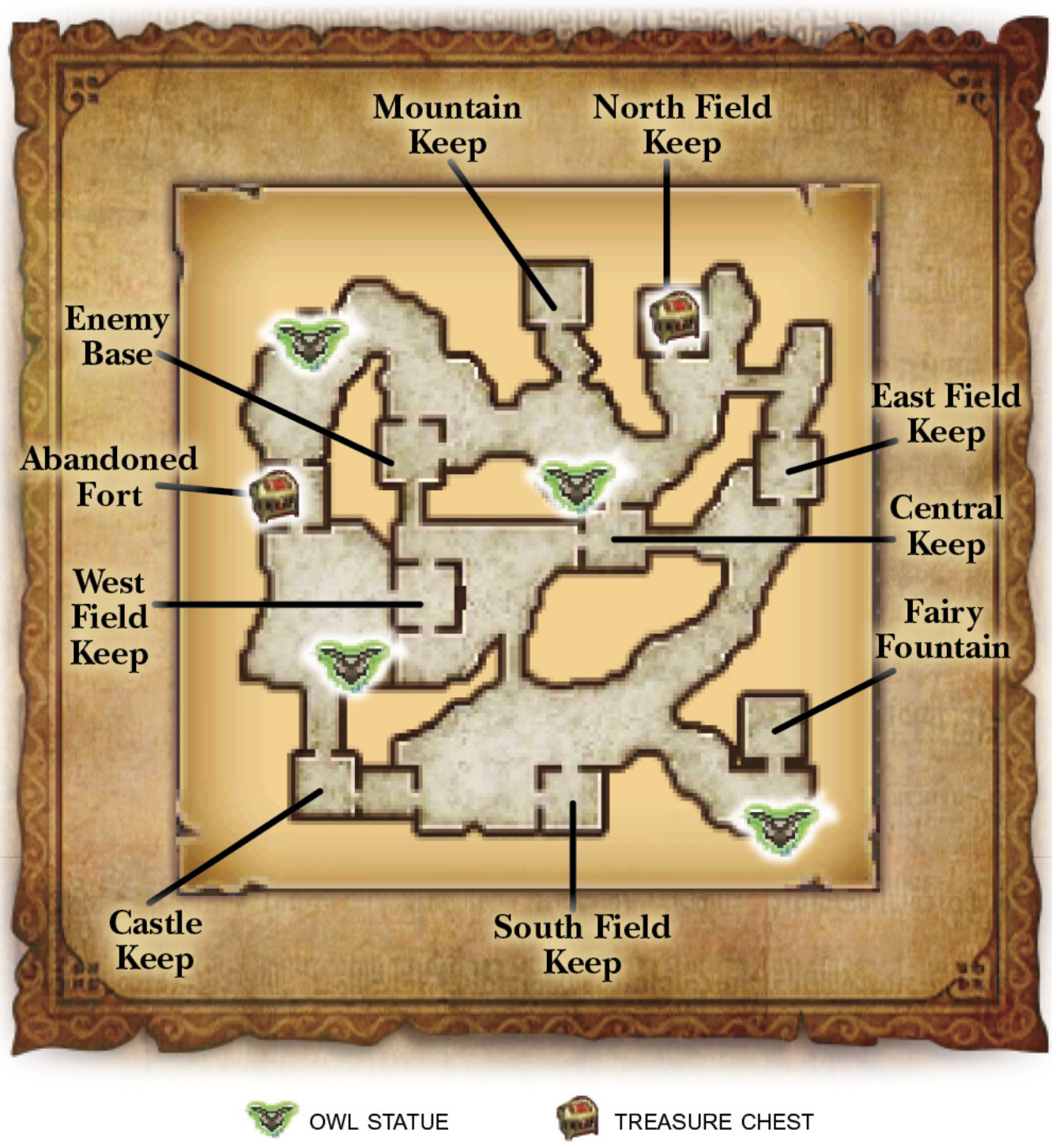
DESTROY THE ARMY WITH BOOSTED MORALE!

Unlockables	
Compass	Tetra – Heart Container (Treasure)

Search Item
Candle: Tetra's Regal Cutlass (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	





Victory Conditions	Defeat Conditions
Defeat Lana	Ghirahim flees

Master Quest Rule:
No Guarding

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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Master Quest Map
F-3

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables	
Ladder	Ganondorf – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 15 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Healing

DEFEAT 30 ENEMY CAPTAINS

The Captains you face in this Scenario are Goron Captains. If you use your Bow, you'll have no trouble. You can also select Link and use his Regular-Regular-Combo attack. Goron Captains have no projectiles to speak of, so defeating them should be a breeze. Be careful around Goron artillery (the Gorons with stones in their hands); if you don't take damage from one of their projectiles, you'll complete this battle with ease.

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HYRULE WARRIORS LEGENDS

Master Quest Map

F-4

DEFEAT ALL ENEMIES!

Unlockables

Compass

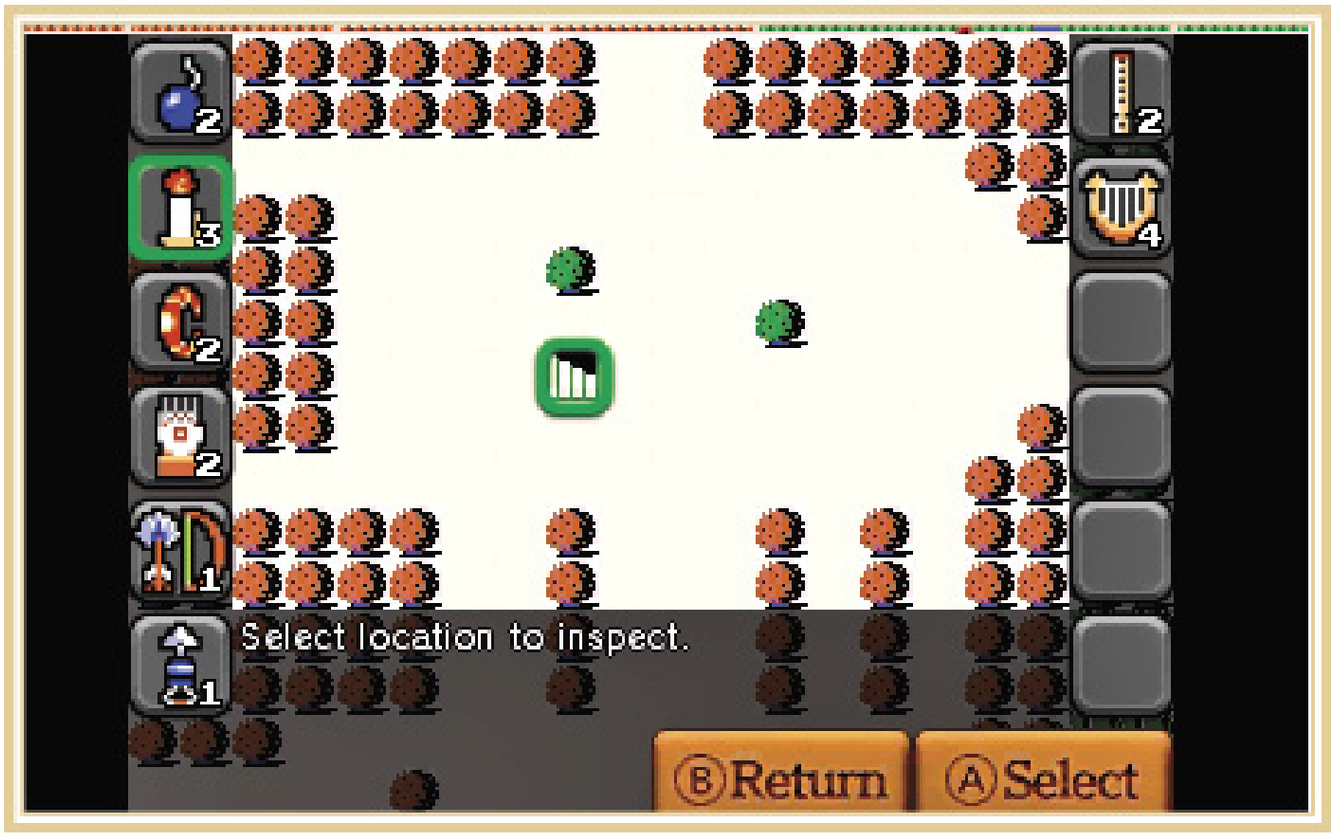
Search Item

Candle: Zelda – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less



Master Quest Rule:

No Guarding

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HYRULE WARRIORS LEGENDS

Master Quest Map
F-5

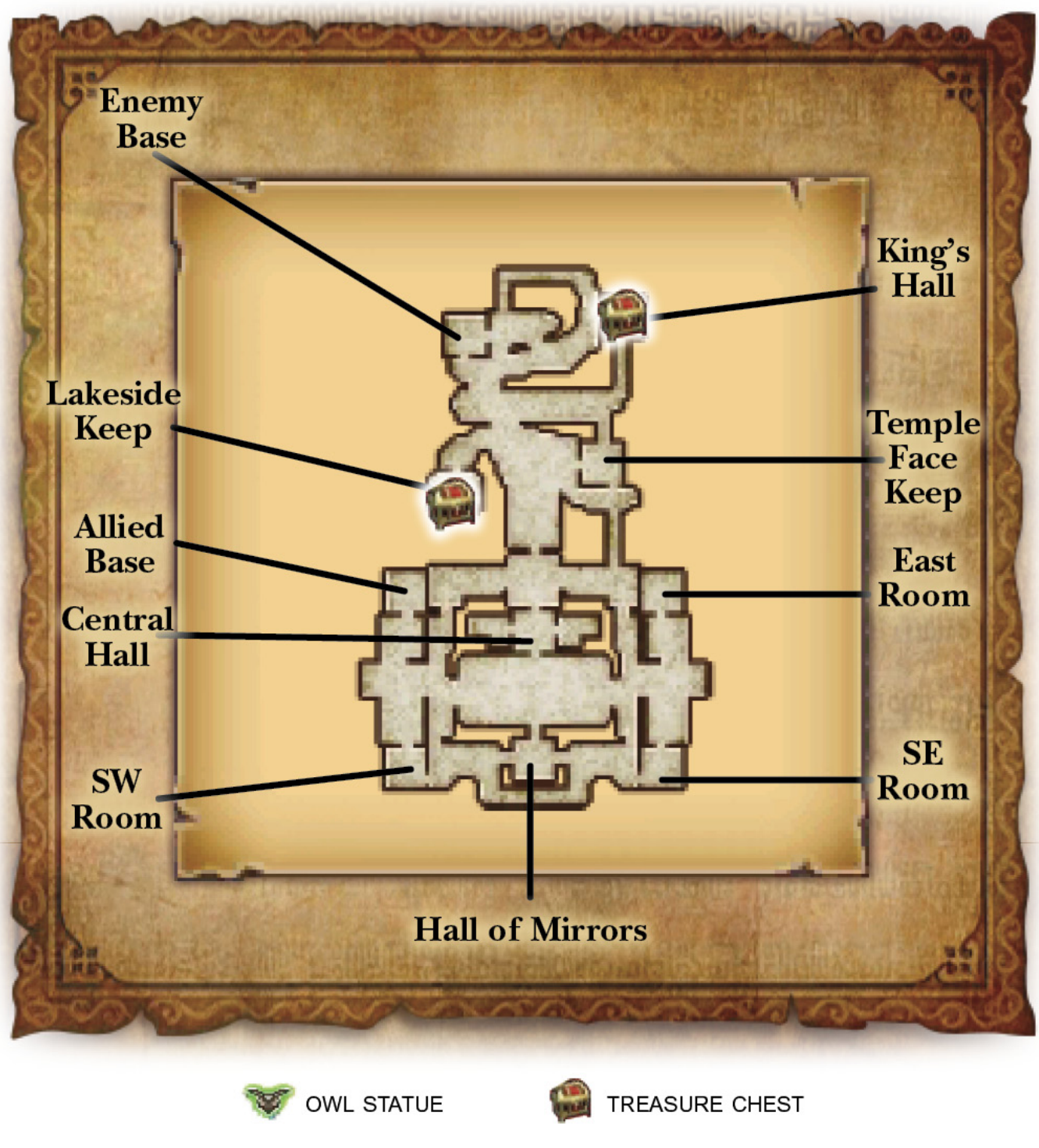
ADVENTURE BATTLE:

FIGHT AS A WARRIOR OF DARKNESS!

Unlockables	
Cia – Heart Container (Treasure)	Fairy Clothing: Bottoms (Treasure)
Fairy Food: Plant	

Search Item
Water Bombs: Costume – Wizzro's Standard Outfit (Master Quest)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Ruto	Sheik flees or the Allied Base

Master Quest Rule:
Speed Run

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the three Captains marked on your map to open the gates to the Enemy Base Keep.

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Master Quest Map
F-6

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables	
Hookshot	Ruto – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

Master Quest Rule:
No Healing

TWO DODONGOS

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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HYRULE WARRIORS LEGENDS

Master Quest Map
F-7

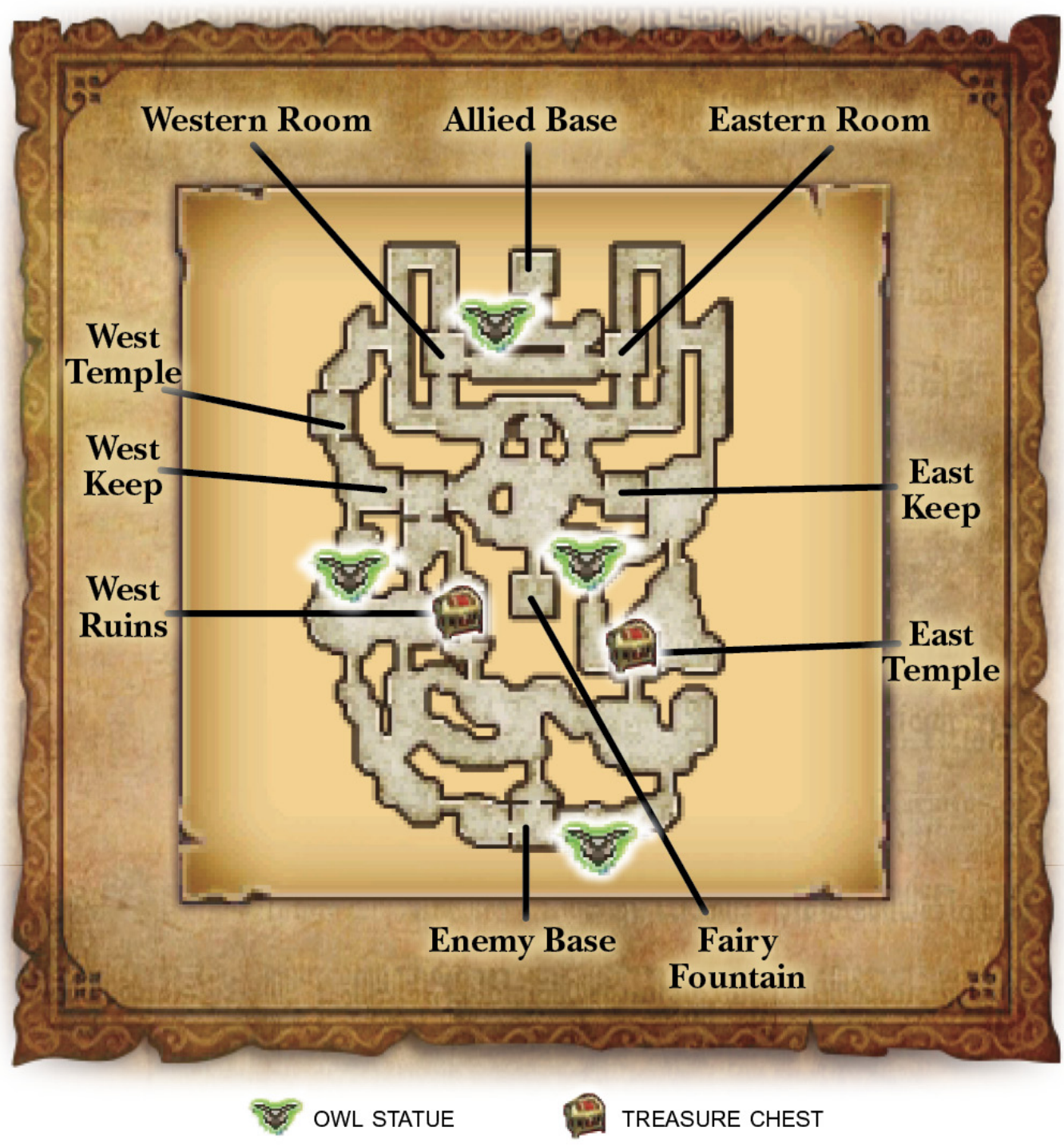
ADVENTURE BATTLE:

DESTROY ENEMIES AND TRAITORS ALIKE!

Unlockables	
Recorder	1,000 KO Skulltula
Second Gold Skulltula	

Search Item
Candle: Cia – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Impa	Cia flees or the Allied Base falls

Master Quest Rule:
No Item Attacks

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in the five Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leaders eventually stop converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leaders, just capture the marked Keeps. When you capture the right Keeps, a Turncoat Leader appears inside of it. Defeat all of them to complete the mission.

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Master Quest Map
F-8

RACK UP YOUR KO COUNT!

Unlockables
Lana – Heart Container (A-Rank)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Guarding

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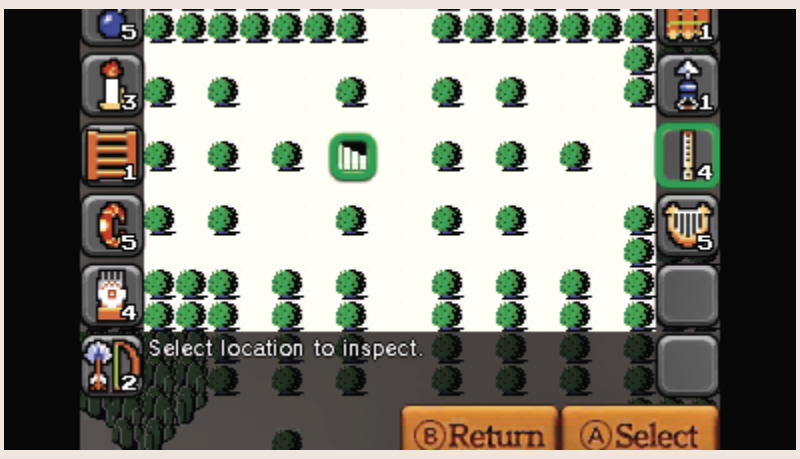
Hyrule Warriors Legends

Master Quest Map
F-9

MISSING ENEMIES

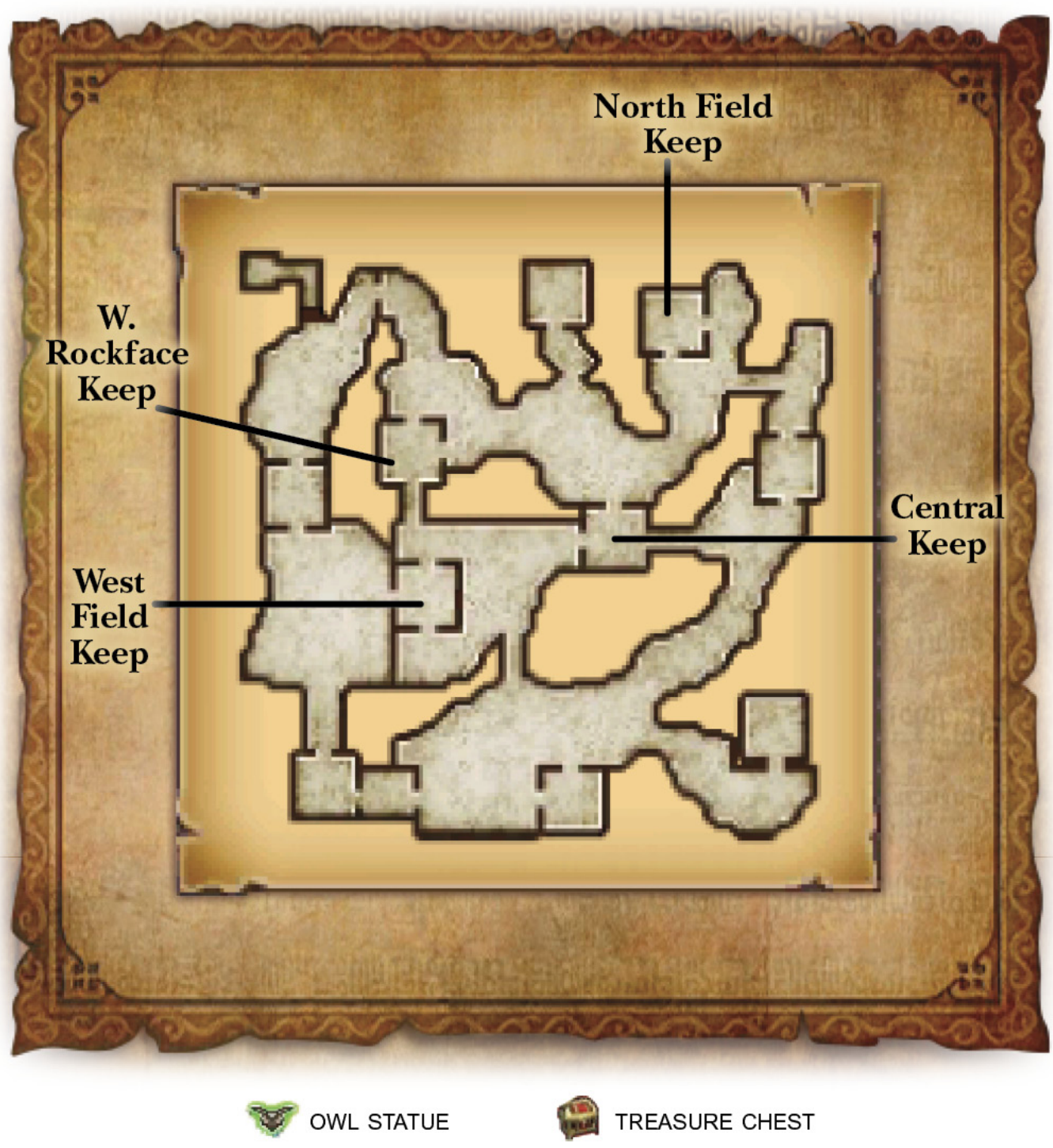


You must use a Recorder in the Search Screen to make the enemies appear in this Scenario.

Unlockables	
Candle	Ghirahim – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	HEALTH – 4,000 damage or less



Master Quest Rule:
No Item Attacks

Defeat three Lizalfos in this Scenario. Start by heading to the Lizalfos on the northeast corner of the map. Defeat it, then race to the Central Keep.

Stalchildren head from the east into the Central Keep, while the northwest Lizalfos heads toward the W. Rockface Keep. Swiftly defeat the Stalchildren, then head for the W. Rockface Keep and defeat the Lizalfos there.

As soon as you defeat the second Lizalfos, head south and toward the very center of the map. A Messenger appears there that you should defeat before it can reach the southern Lizalfos.

After defeating the Messenger, head south directly toward the final Lizalfos and defeat it to complete the Scenario.

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Master Quest Map
F-10

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables	
Compass	Zant – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

Master Quest Rule:
No Healing

TWO DODONGOS

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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Hyrule Warriors Legends

Master Quest Map
F-11

GUARD THE ALLIED KEEPS WITH YOUR LIFE!

Unlockables

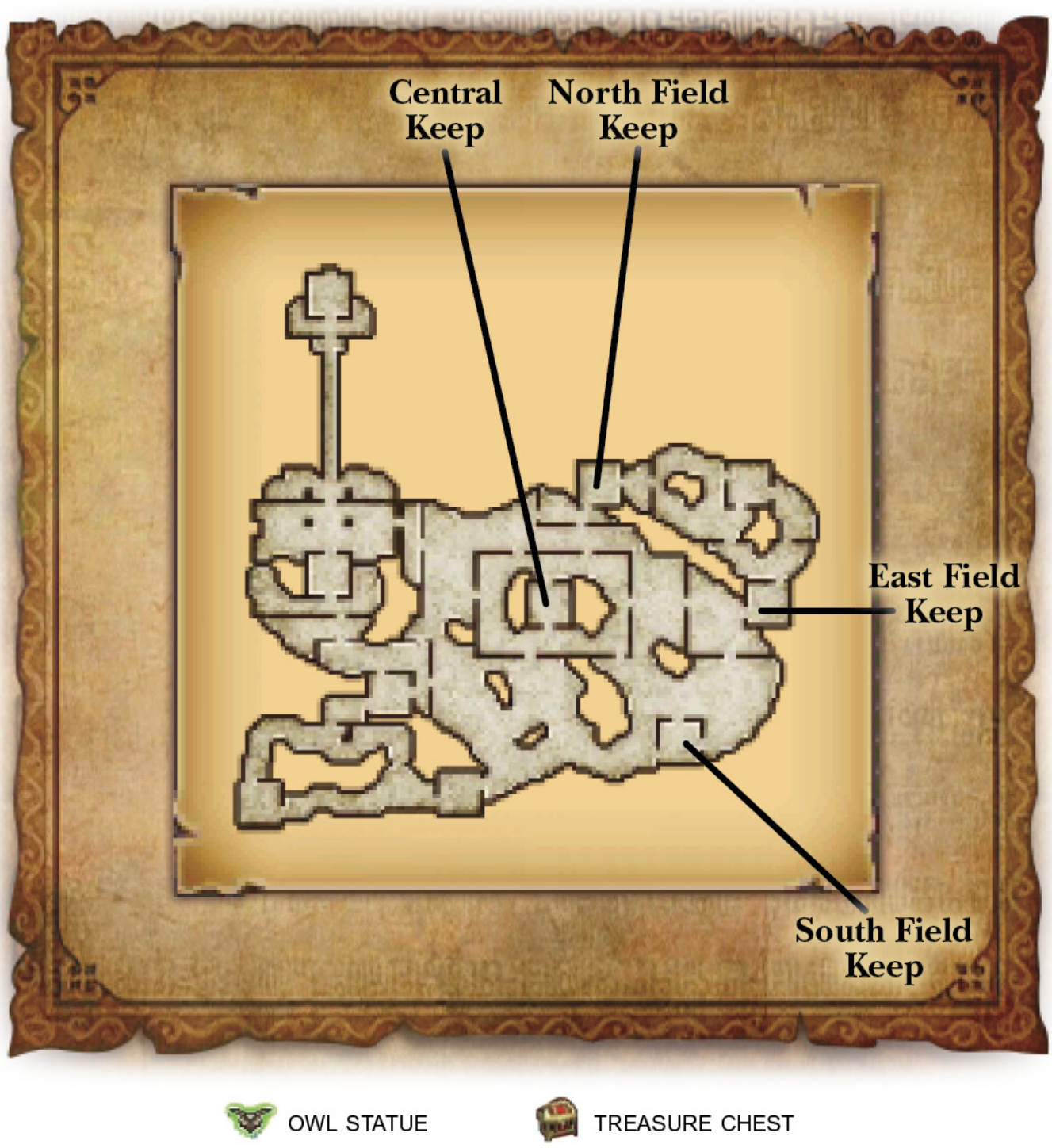
Power Bracelet

Search Item

Water Bombs: Costume – Agitha's Standard Outfit (Master Quest)

A-Rank

TIME – 7 minutes or less



Master Quest Rule:

No Guarding

Defeat six Icy Big Poe's to complete this Scenario. Start by immediately entering the center of the map and defeating the Icy Big Poe on the bottom-left side of the center interior. Then head through the south entrance to the center of the map and grab the Icy Big Poe that is making its way in through there.

As soon as the two Icy Big Poes in the center of the map have been defeated, race directly to the East Field Keep. Stalchildren appear inside of it, which won't give you a lot of time to defeat them before they take the Keep.

Race directly toward the center of the map again. Two Messengers appear near the center of the map—one just north of it and the other just west. You won't have time for both, so we recommend taking out the northern Messenger, swiftly defeating the two northwestern Icy Big Poes, then sprinting back to the East Field Keep.

Two sets of Stalchildren appear on the map and head to two separate Keeps: the East Field Keep and the South Field Keep. Take out the Stalchildren in the East Field Keep first, then head to the South Field Keep. An Icy Big Poe begins marching there shortly after you arrive. Intercept it and defeat it and the remaining Icy Big Poe to complete the Scenario.

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HYRULE WARRIORS LEGENDS

Master Quest Map
F-12

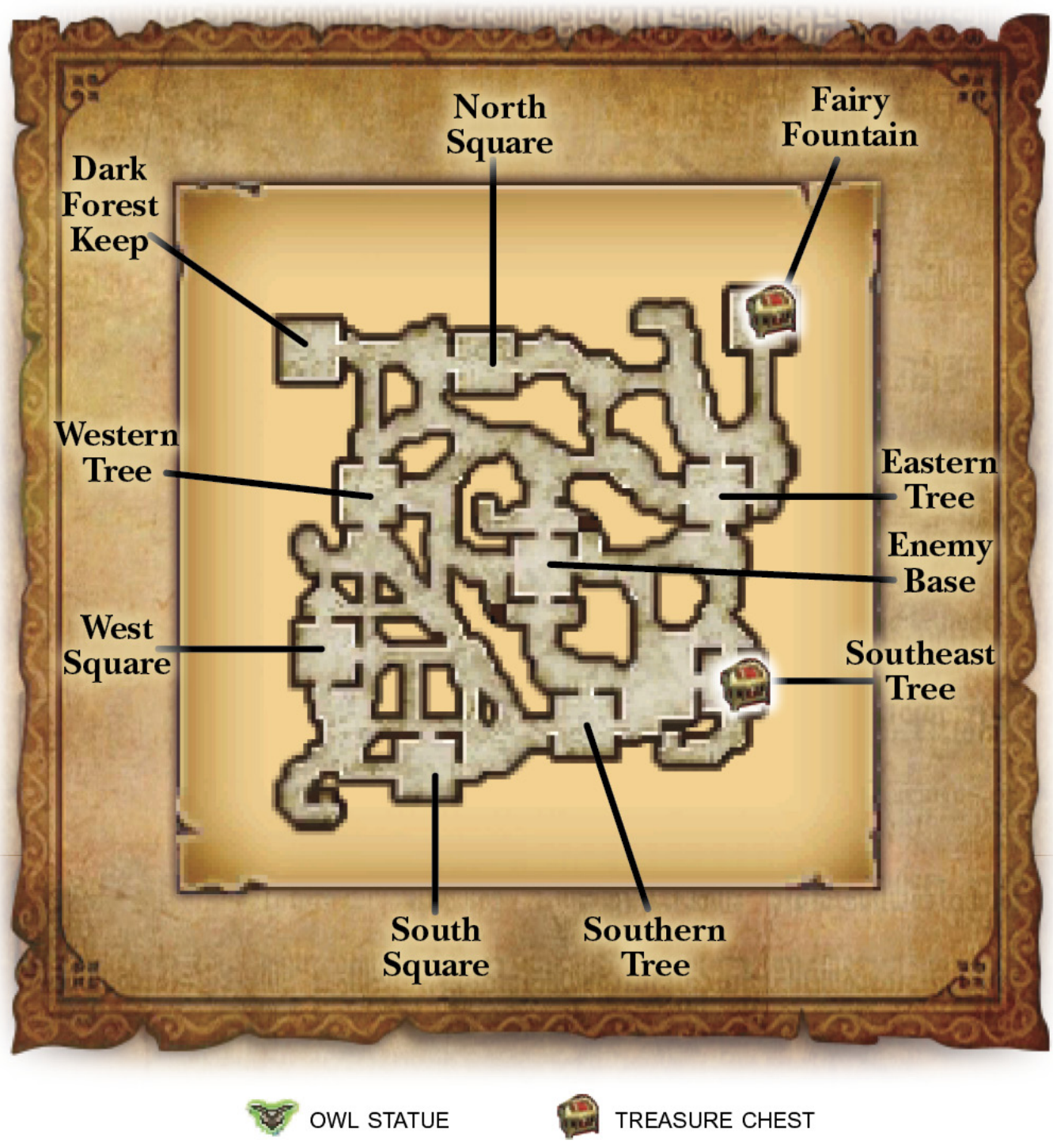
ADVENTURE BATTLE:

DEFEAT THE DINOLFOS FORCES!

Unlockables
Fairy Clothing: Top (Treasure)

Search Item
Candle: Link – Heart Container

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Agitha	Zant or Midna flees

Master Quest Rule:
Speed Run

SAVE THE STRANDED ALLIED FORCES!

A few of your Allied Captains are isolated behind enemy lines. You need to get over there and defeat the marked enemy Captains to free your ally before they are defeated.

CAPTURE ONE OF THE KEEPS AND BREAK THROUGH!

To reach your allies, you must first capture one of the two marked Keeps to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps appears. You need to capture either one of those Keeps to gain full access to the map. Once you defeat the marked enemies that are attacking your allies, the mission is finished.

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Master Quest Map
F-13

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables	
Digging Mitts	Wizzro – Piece of Heart (A-Rank)

Search Item
None

A-Rank	
TIME – 15 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Healing

DEFEAT 20 ENEMY CAPTAINS

The Hylian Captains are your main opponents. Luckily, they are probably the easiest Captains to face in the game, since they have a very simple move set that exclusively involves the use of their swords at short range. Keep your distance, use your Bow and Arrow, and do not remain still for long. Just make sure to take out the Beamos as soon as possible; they cause a good bit of trouble if you leave them to their own devices.

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Master Quest Map
F-14

FIGHT THROUGH THE ACTION QUIZ!

Unlockables	
Harp	Midna – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 6,000 damage or less

Master Quest Rule:
No Item Attacks

DEFEAT THE WINGED ONE

Defeat the Aeralfos.

DEFEAT THE BELLY FLOPPER

Defeat the Shield Moblin.

DEFEAT THE TAIL WHIPPER

Defeat the Lizalfos.

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HYRULE WARRIORS LEGENDS

Master Quest Map
F-15

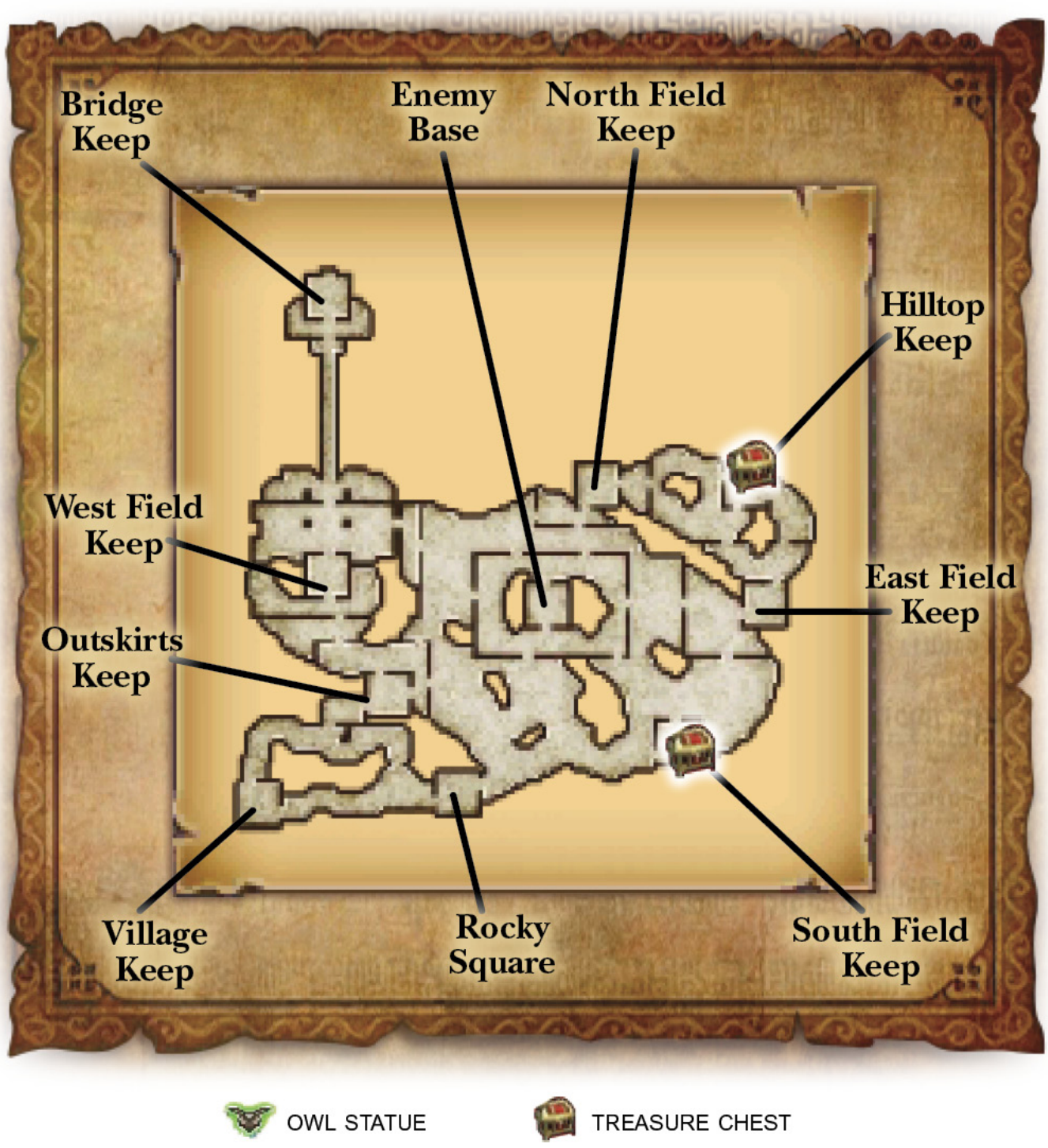
ADVENTURE BATTLE:

FIGHT AS A WARRIOR OF LIGHTNING!

Unlockables
Fairy Clothing: Bottoms (Treasure)

Search Item
Digging Mitts: Link's Triforce Spinner (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Sheik	Midna or Agitha flees

Master Quest Rule:
Don't Get Hit

SAVE THE STRANDED ALLIED FORCES!

A few of your Allied Captains are isolated behind enemy lines. You need to get over there and defeat the marked enemy Captains to free your ally before they are defeated.

CAPTURE ONE OF THE KEEPS AND BREAK THROUGH!

To reach your allies, you must first capture one of the two marked Keeps to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps appears. You need to capture either one of those Keeps to gain full access to the map. Once you defeat the marked enemies that are attacking your allies, the mission is finished.

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Hyrule Warriors Legends

Master Quest Map
F-16

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables

Digging Mitts

Search Item

Ladder: Ganondorf – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 10,000 damage or less

Master Quest Rule:

No Guarding

DODONGO

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

GOHMA

To defeat Gohma, use your Bow to shoot its eye when it turns blue to reveal its Weak Point Mark. Hit it with a handful of Weak Point Smashes to win.

GANON

Pay close attention to Ganon's attacks: He emulates every Giant Boss except for The Imprisoned, and you must hit him with item that the Giant Boss he's emulating is weak to. As a refresher, if he holds out his right hand and begins charging a fireball, race in and throw Bombs at his hand. If he lifts his left hand and begins charging a blue energy ball, dodge out of the way of the attack and shoot his hand with the Bow. If his shoulder spikes open up and begin firing small spikes, hit them with the Boomerang as soon as they are finished firing. If he flies into the air, pull him down with the Hookshot.

Once you've destroyed each of his parts, he begins performing attacks that make the gem on his head glow. When you see it glow, shoot him with your Bow to make him reveal his Weak Point Mark. Perform a handful of Smashes to defeat him.

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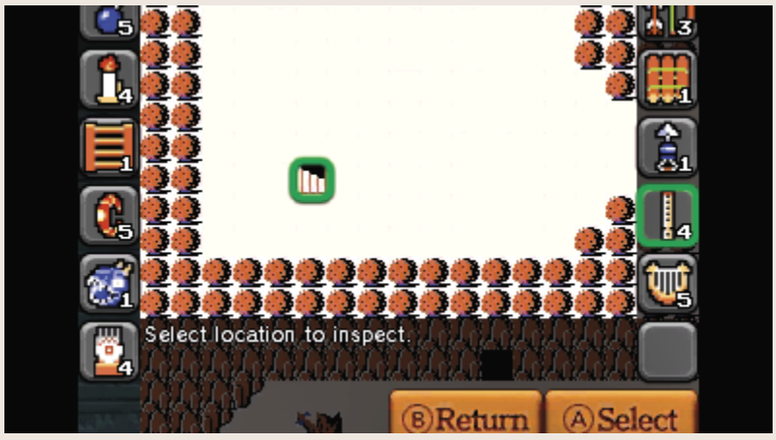
HYRULE WARRIORS LEGENDS

Master Quest Map

G-1

MISSING ENEMIES



You must use a Recorder in the Search Screen to make the enemies appear in this Scenario.

RACK UP YOUR KO COUNT!

Unlockables	
Candle	Wizzro – Heart Container (A-Rank)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Guarding

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Hyrule Warriors Legends

Master Quest Map
G-2

GUARD THE ALLIED KEEPS WITH YOUR LIFE!

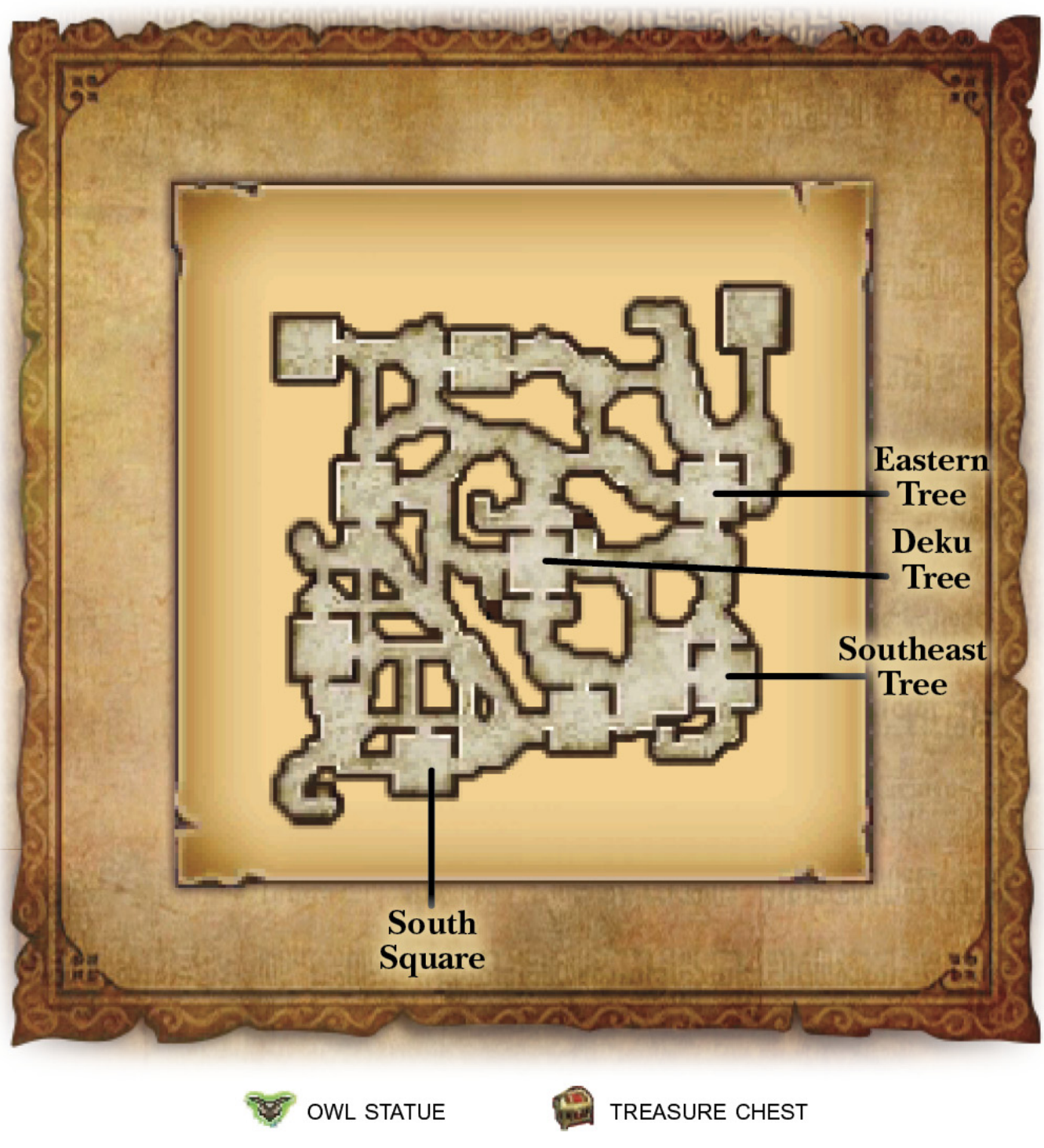
MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

Unlockables	
Harp	Toon Link – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less



Master Quest Rule:
No Item Attacks

Defeat six Lizalfos to complete this Scenario. Start by heading south to the Dinolfos on the south end of the map. Immediately head southwest to the South Square Keep and intercept the Dinolfos heading from the west side of the map to that Keep. After defeating the second Lizalfos, immediately race over to the Southeast Tree Keep and clear out any Bulbins with a health bar.

Once you've defeated the Bulbins, race to the Deku Tree Keep and wait just outside of its north entrance. Two Messengers appear on the map on the north and east sides of the Deku Tree Keep.

After defeating the Messengers, head north and quickly dispatch the three Lizalfos hanging out on the north side of the map. Two sets of Bulblins appear on the map—one set near the Southeast Tree Keep and one on the west side of the map. If you're quick enough, you can defeat the three Lizalfos, then head west toward the final Lizalfos and defeat it before the Bulblins cause you any trouble. If they're in a Keep before you reach the final Lizalfos, head over to their locations and take them out, then take out the last Lizalfos.

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HYRULE WARRIORS LEGENDS

Master Quest Map
G-3

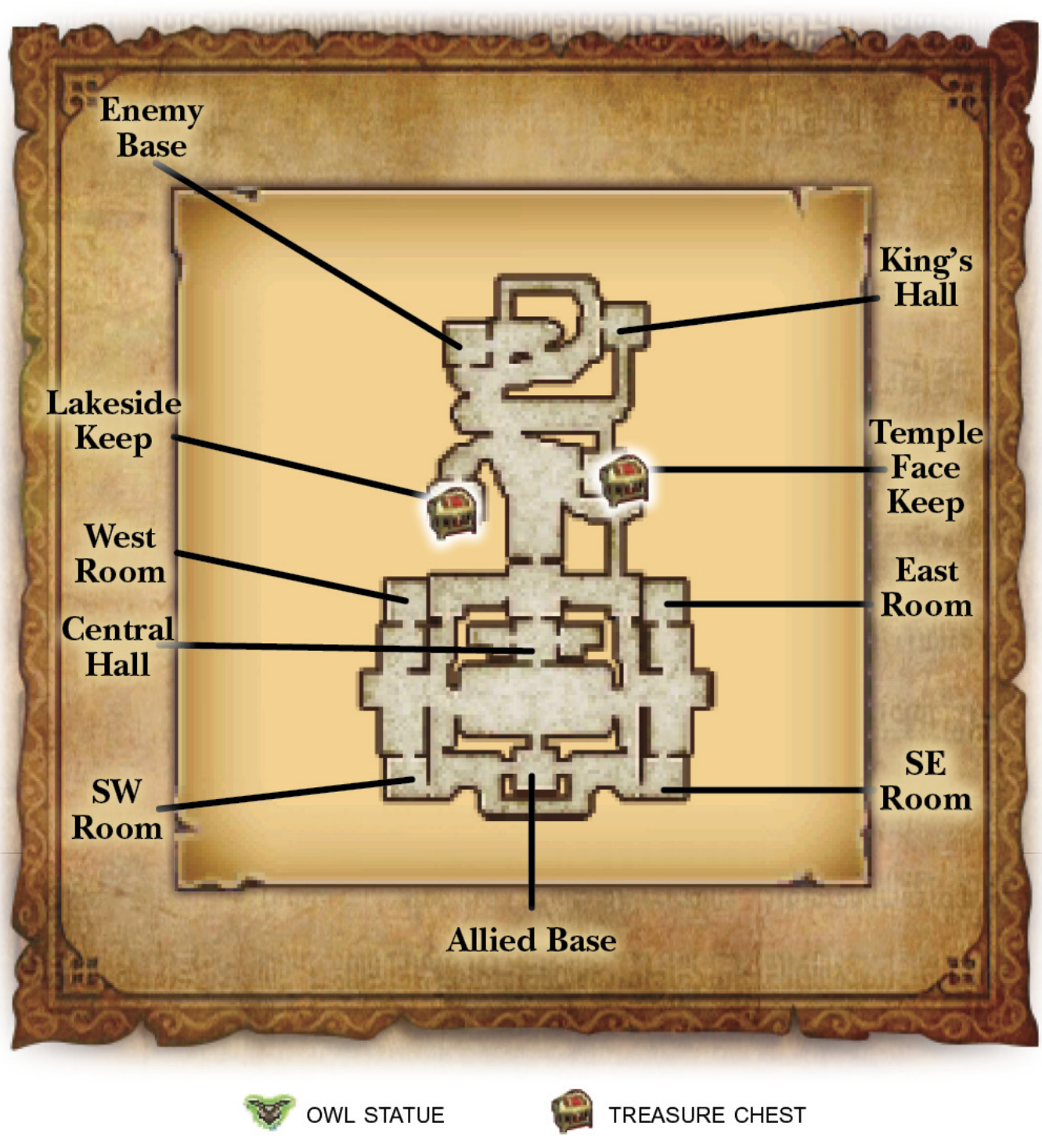
ADVENTURE BATTLE:

BATTLE ACROSS THE FIELD!

Unlockables	
1,000 KO Skulltula	Second Gold Skulltula

Search Item
Ice Arrows: Costume – Cia's Masked, Unmasked and Hatless Outfits (Master Quest)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Zant	Fi flees or the Allied Base falls

Master Quest Rule:
No Item Attacks

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the three Captains marked on your map to open the gates to the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Master Quest Map

G-4

RACK UP YOUR KO COUNT!

Unlockables

Digging Mitts

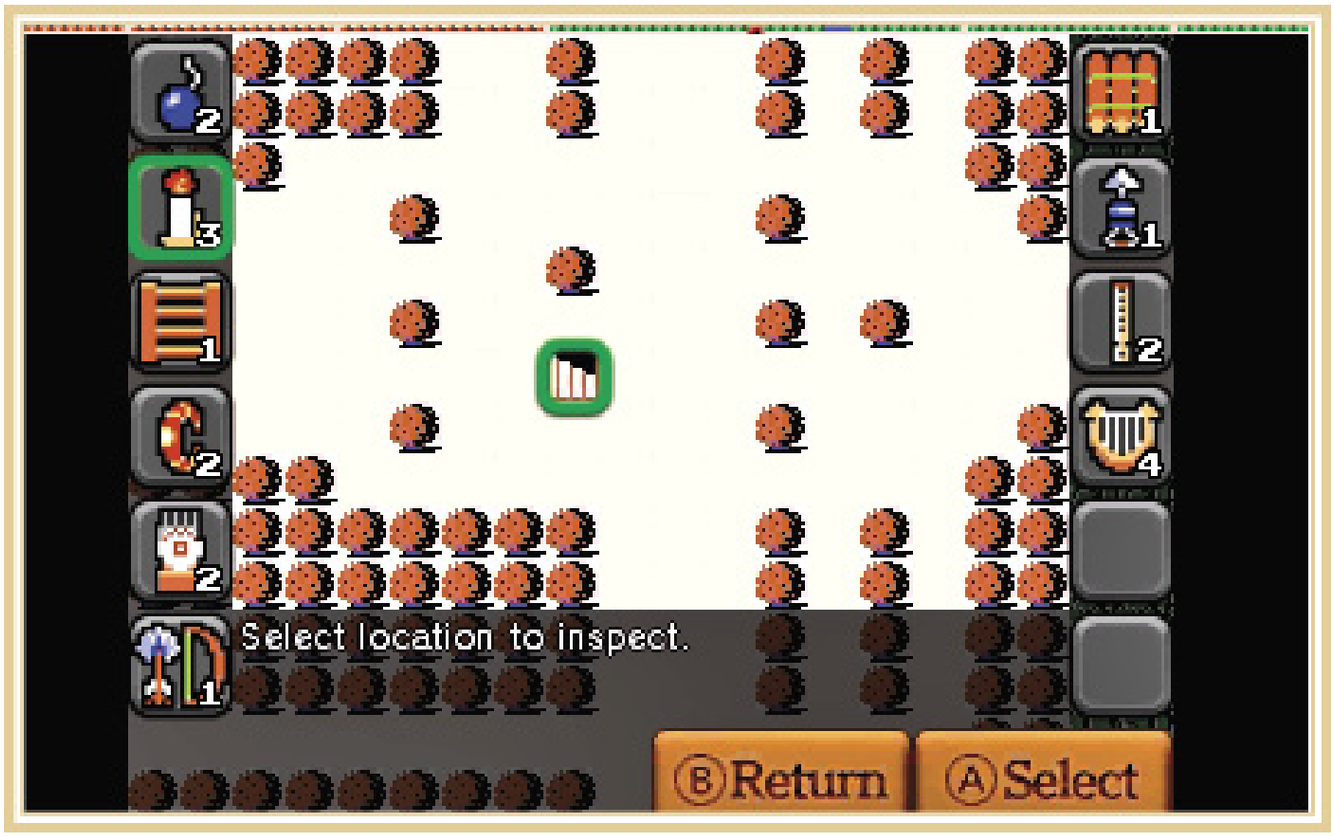
Search Item

Candle: Wizzro – Piece of Heart (A-Rank)

A-Rank

KOs – 1,200 enemies or more

DAMAGE – 4,000 damage or less



Master Quest Rule:

No Healing

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Hyrule Warriors Legends

Master Quest Map
G-5

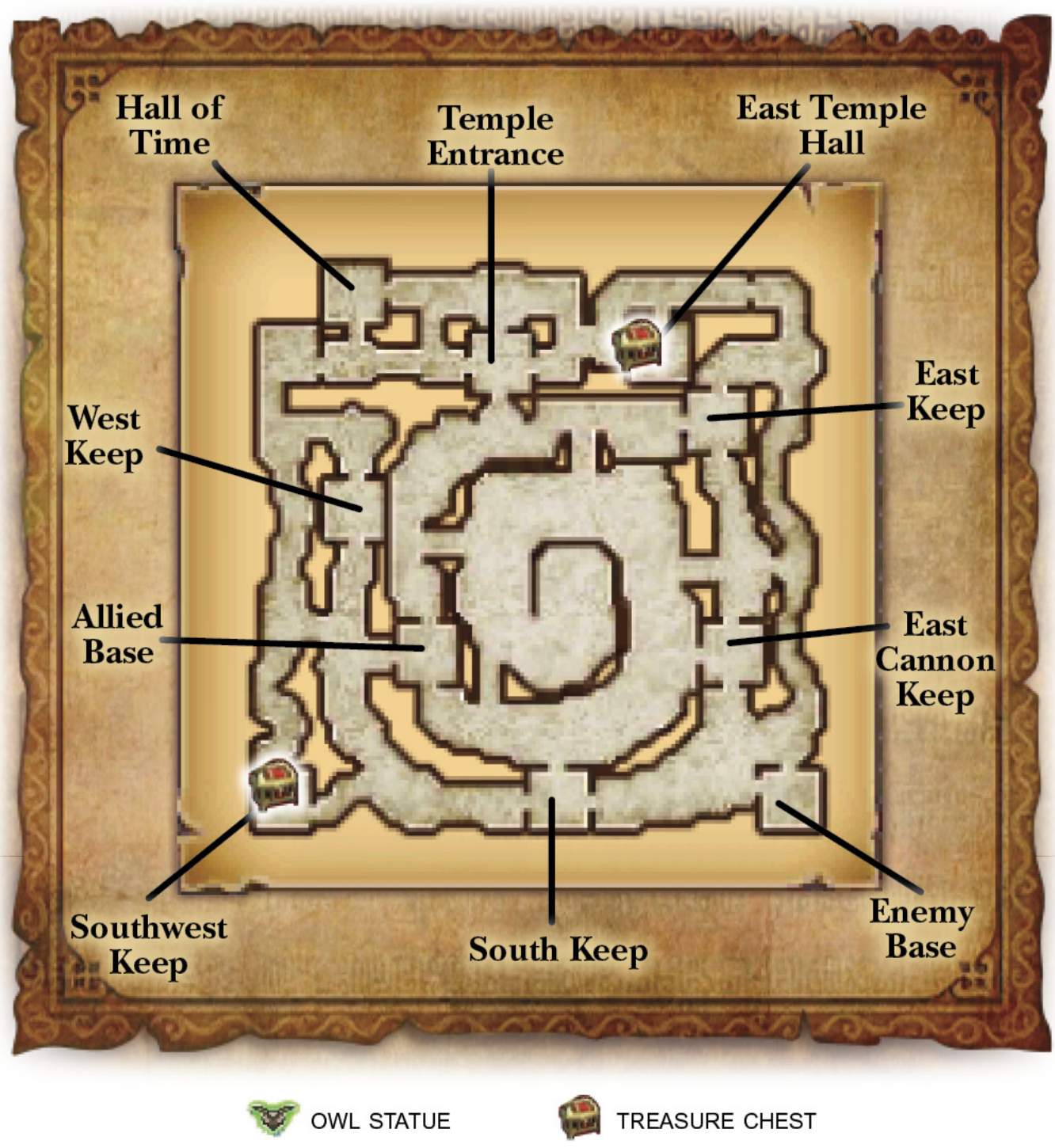
ADVENTURE BATTLE:

DEFEND THE ALLIED KEEPS!

Unlockables	
Power Bracelet	Fairy Clothing: Top (Treasure)

Search Item
Power Bracelet: Zelda's Gleaming Rapier (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Wizzro	Cia flees or the Allied Base falls

Master Quest Rule:
No Healing

DEFEAT ENEMY TROOPS AND DEFEND THE ALLIED BASE

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You must then recapture that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu just north of your starting position. After defeating that Bombchu, head toward the Bombchu in the northeast corner of the map. Before you head that way, send your other Playable Warrior to intercept the third Bombchu, which is on the southeast corner of the map.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

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HYRULE WARRIORS LEGENDS

Master Quest Map
G-6

MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

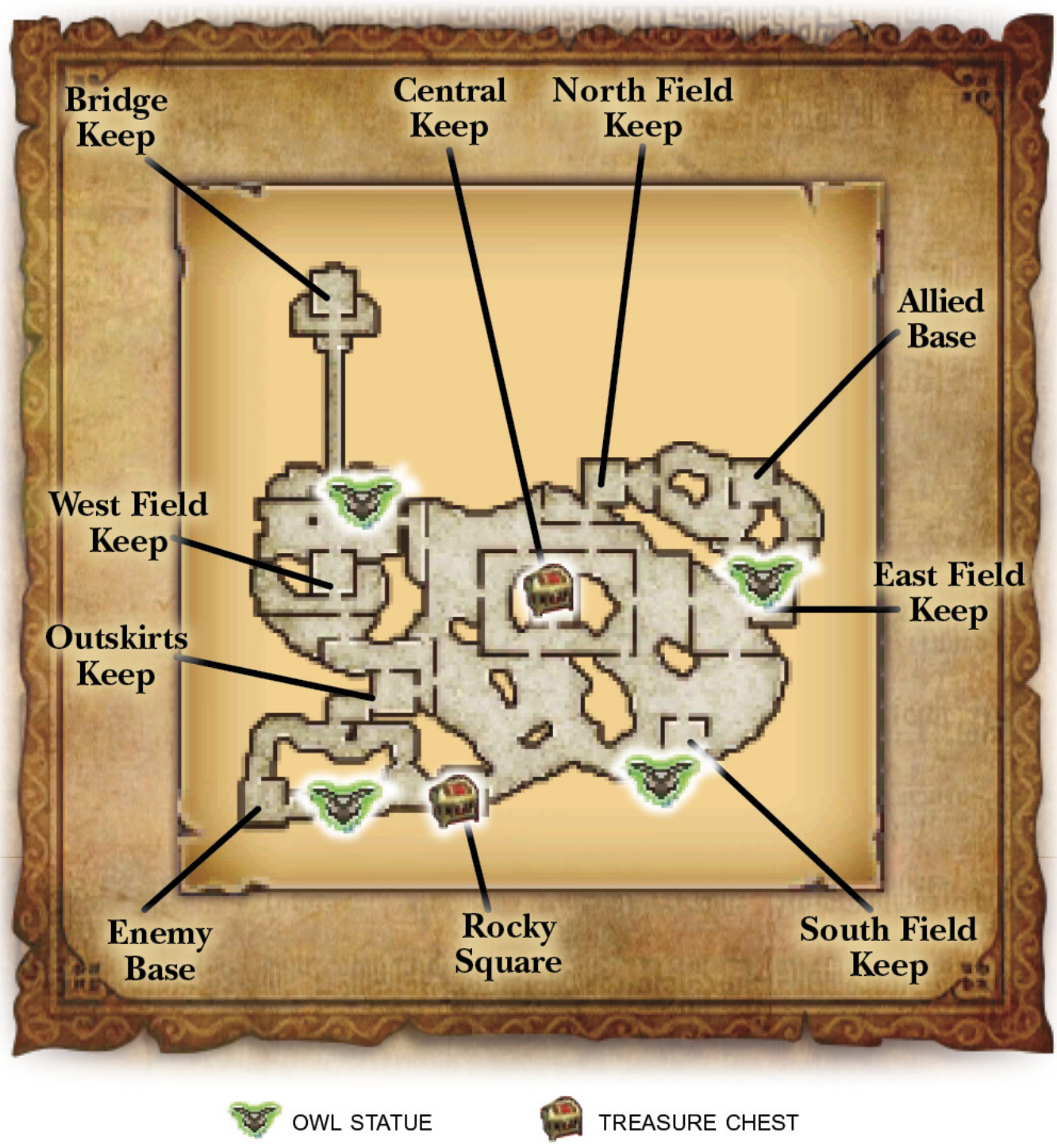
ADVENTURE BATTLE:

DESTROY ENEMIES AND TRAITORS ALIKE!

Unlockables
Fairy Clothing: Top (Treasure)

Search Item
Water Bombs: Impa's Biggoron's Sword (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Zelda	Cia flees or the Allied Base flees

Master Quest Rule:
No Healing

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in one of the six Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stops converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat him to complete the mission.

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Master Quest Map
G-7

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables	
Candle	Lana – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

Master Quest Rule:
No Healing

TWO DODONGOS

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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HYRULE WARRIORS LEGENDS

Master Quest Map
G-8

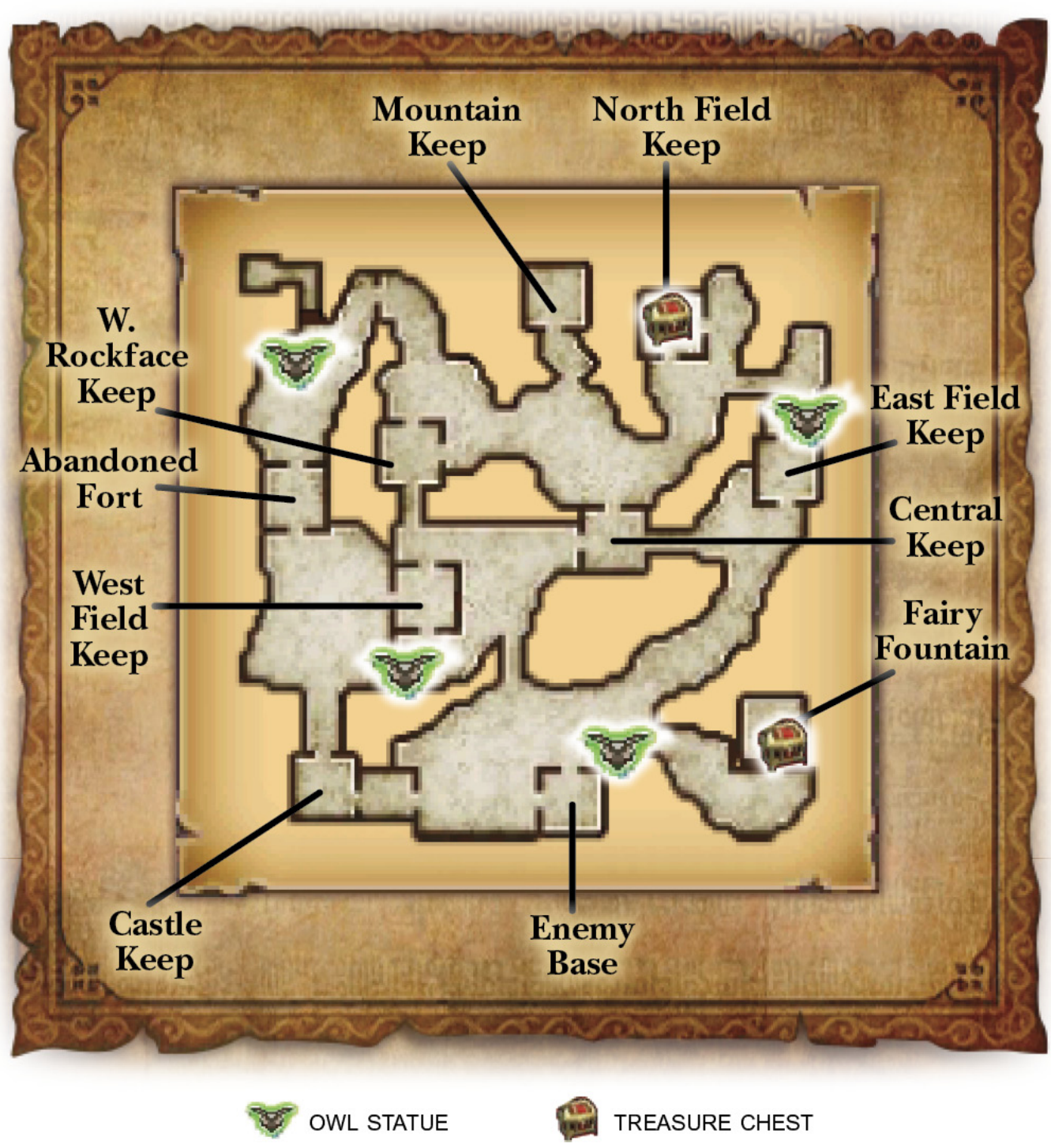
ADVENTURE BATTLE:

DESTROY THE ARMY WITH BOOSTED MORALE!

Unlockables	
Candle	Cia – Heart Container (A-Rank)
1,000 KO Skulltula	Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Wizzro	Impa flees

Master Quest Rule:
Speed Run

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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HYRULE WARRIORS LEGENDS

Master Quest Map
G-9

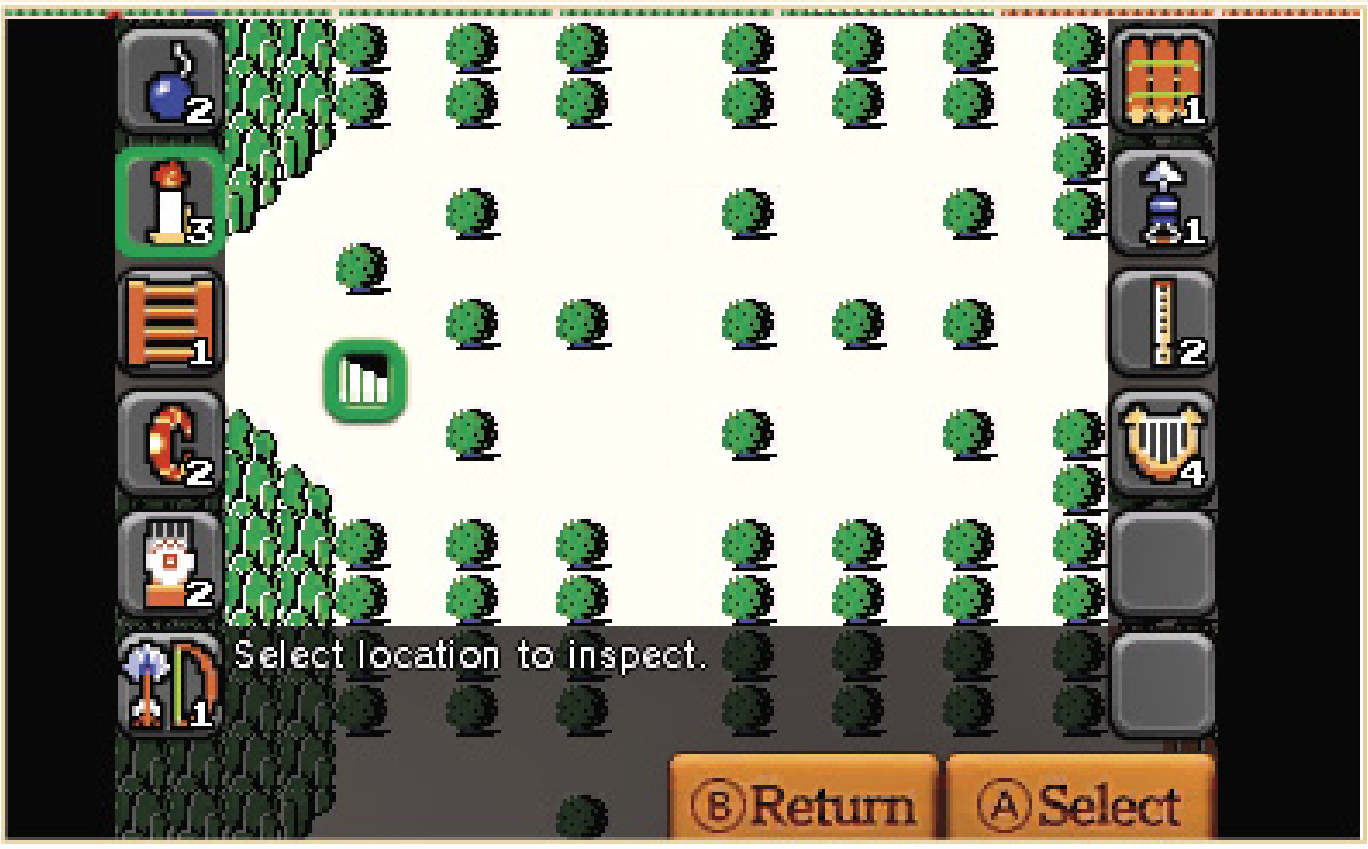
ADVENTURE BATTLE:

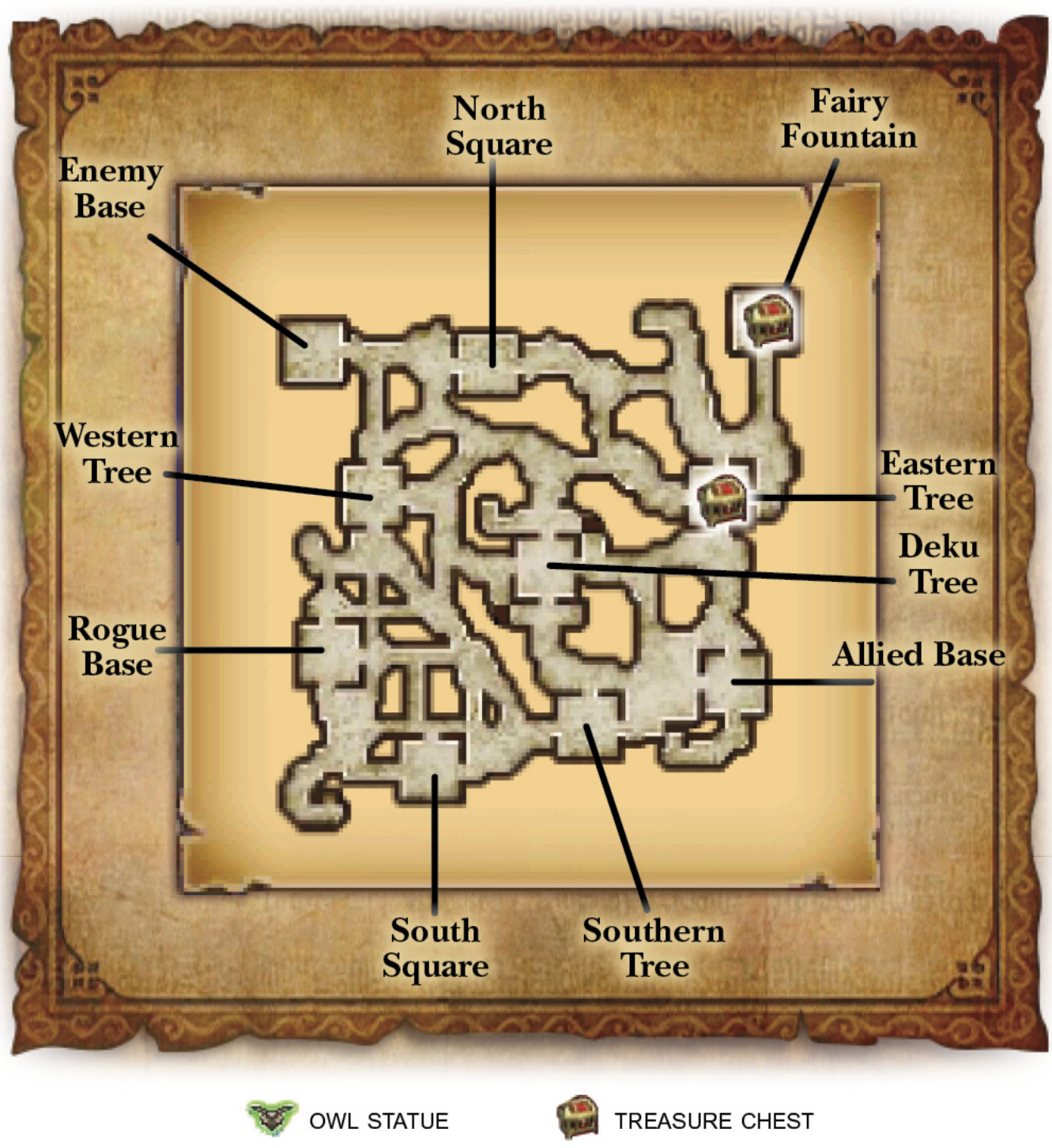
DEFEAT THE COMMANDERS OF TWO ARMIES!

Unlockables	
Toon Link – Heart Container (A-Rank)	Fairy Clothing: Headwear (Treasure)
Fairy Food: Plant	

Search Item
Candle: Costume – Link's Hero's Clothes (Master Quest)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	





Victory Conditions	Defeat Conditions
Defeat Moblin and Darknut	Zelda flees or the Allied Base falls

Master Quest Rule:
Speed Run

DEFEAT A VALUED ENEMY CAPTAIN

A Captain from both enemy armies appears on the map. Find the nearest one and defeat it to gain access to that Captain's Commander.

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HYRULE WARRIORS LEGENDS

Master Quest Map
G-10

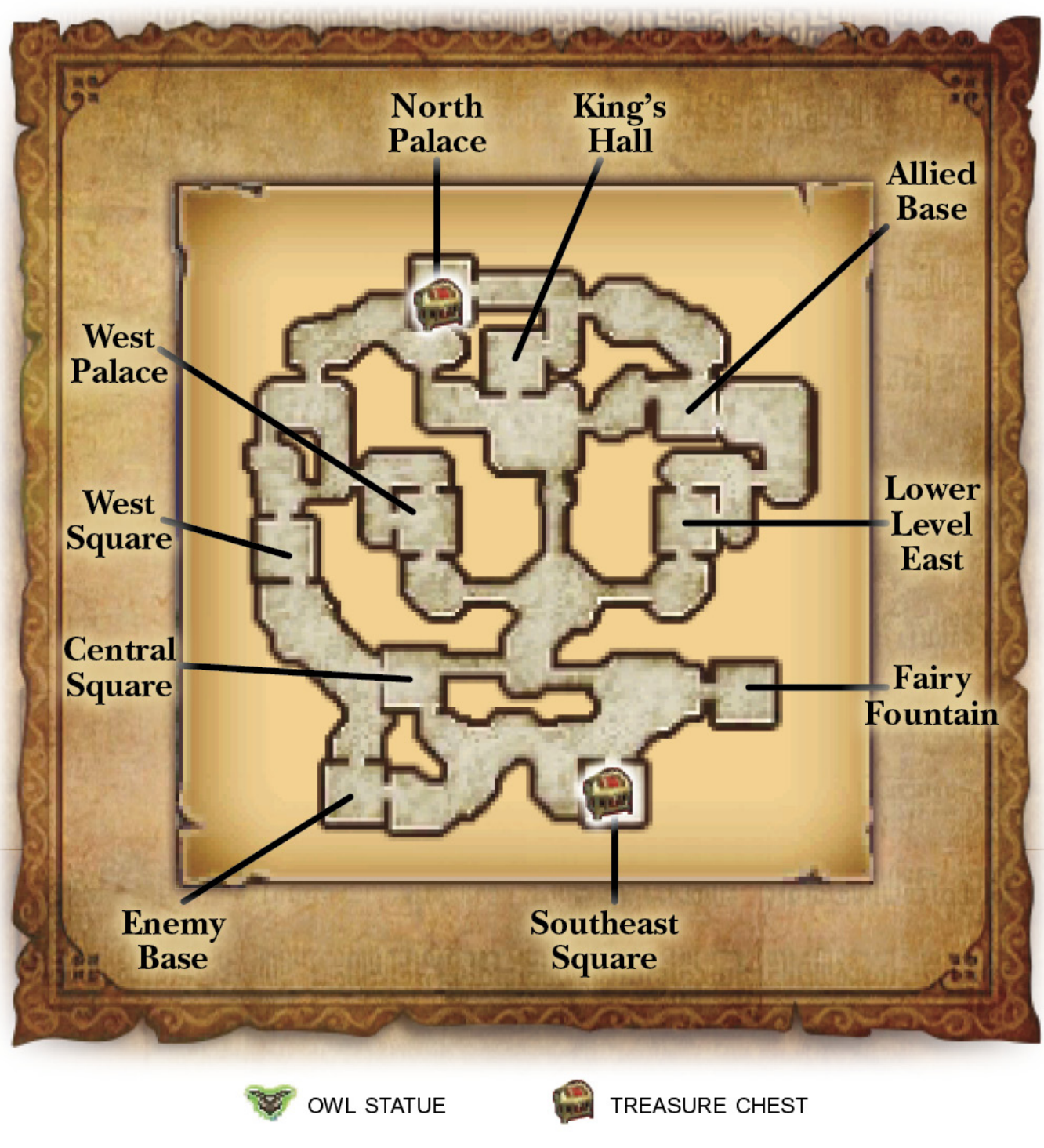
ADVENTURE BATTLE:

FIGHT AS A WARRIOR OF LIGHT!

Unlockables	
Harp	Agitha – Heart Container (A-Rank)
Fairy Clothing: Top (Treasure)	

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Zant	Midna flees or the Allied Base falls

Master Quest Rule:
No Guarding

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the four Captains marked on your map to open the gates to the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Master Quest Map

G-11

RACK UP YOUR KO COUNT!

Unlockables

Candle

Search Item

Candle: Tingle – Heart Container (A-Rank)

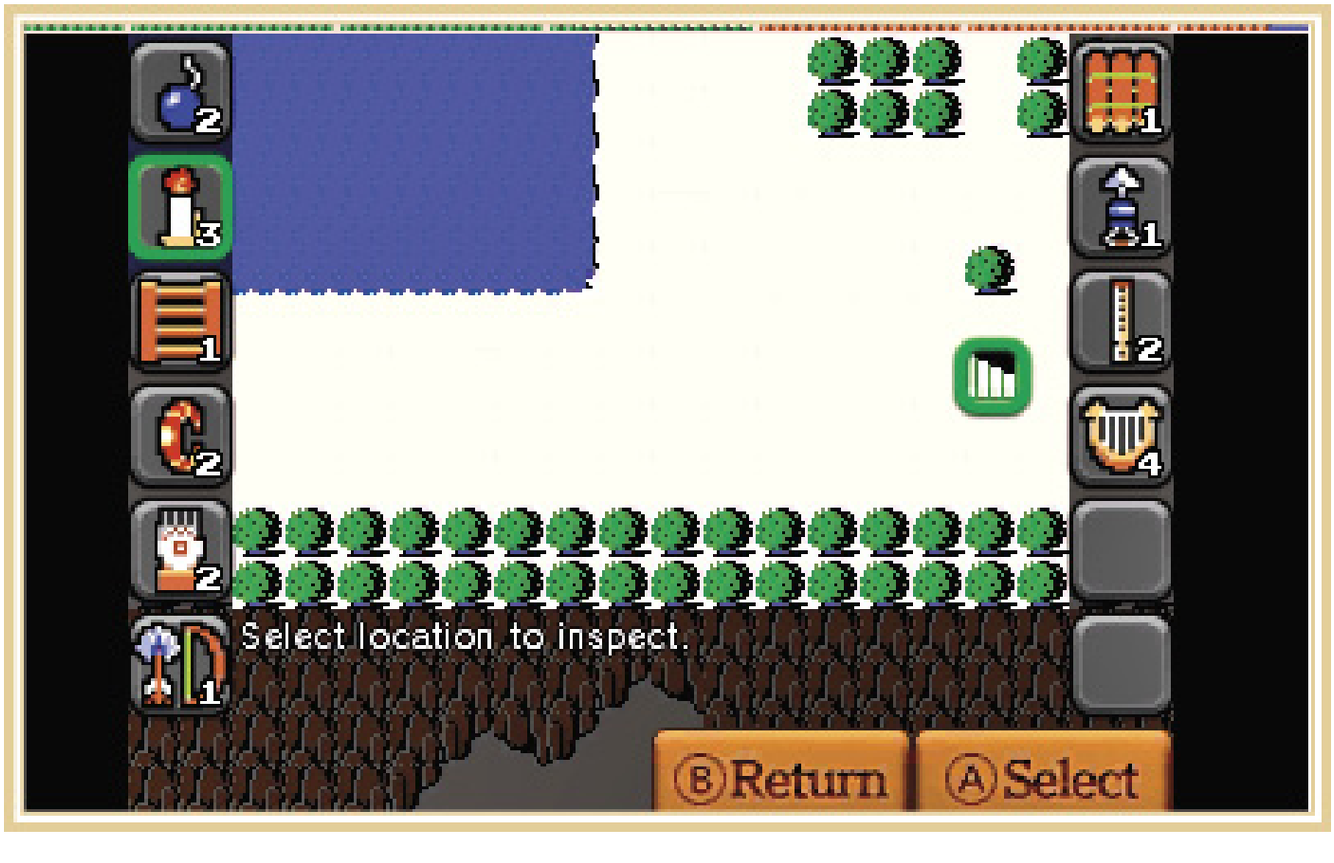
A-Rank

KOs – 1,200 enemies or more

DAMAGE – 4,000 damage or less

Master Quest Rule:

No Healing



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Master Quest Map
G-12

FIGHT THROUGH THE WOMEN'S WEAPONS QUIZ!

Unlockables	
Power Bracelet	Zelda – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 6,000 damage or less

Master Quest Rule:
No Item Attacks

DEFEAT THE BOOK WIELDER

Defeat Lana.

DEFEAT THE BLUE-HAIRED SORCERESS

Defeat Lana.

DEFEAT THE ONE WITH MAGIC HAIR

Defeat Midna.

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HYRULE WARRIORS LEGENDS

Master Quest Map
G-13

MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

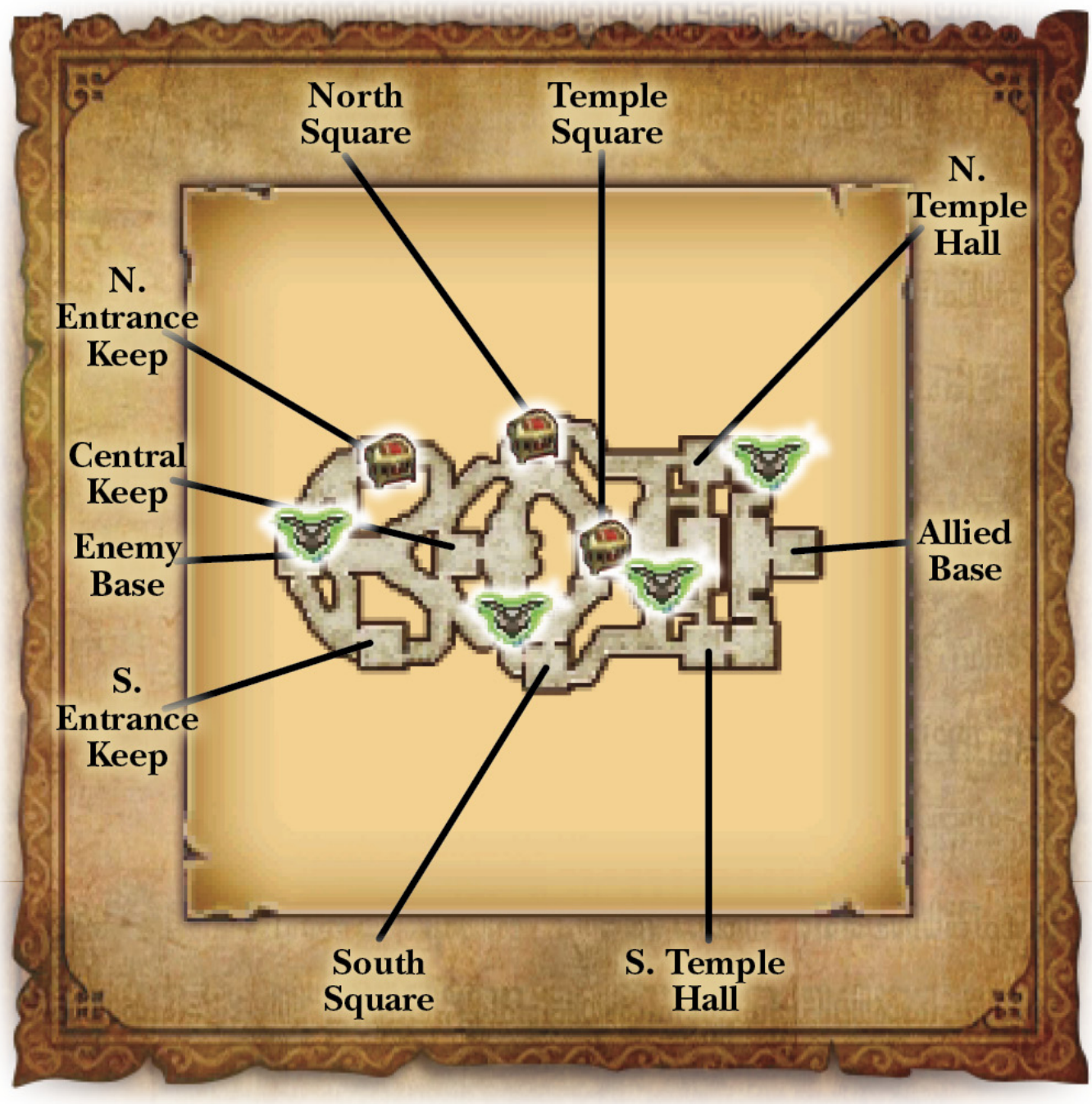
DUNGEON SCENARIO:

DEFEAT THE FOREST DRAGON!

Unlockables	
Volga – Heart Container (Treasure)	Fairy Clothing: Bottoms (Treasure)

Search Item
Candle: Volga's Flesh-Render Fang (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Ruto	Darunia flees or the Allied Base falls

Master Quest Rule:
No Guarding

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in the Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stops converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat him to complete the mission.

DEFEAT THE ENEMY COMMANDER

You can find Ruto in the Enemy Base Keep. You cannot open the Keep until you grab the Boss Key from the Temple Square Keep first, however.

DEFEAT ARGOROK TO WIN

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

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Hyrule Warriors Legends

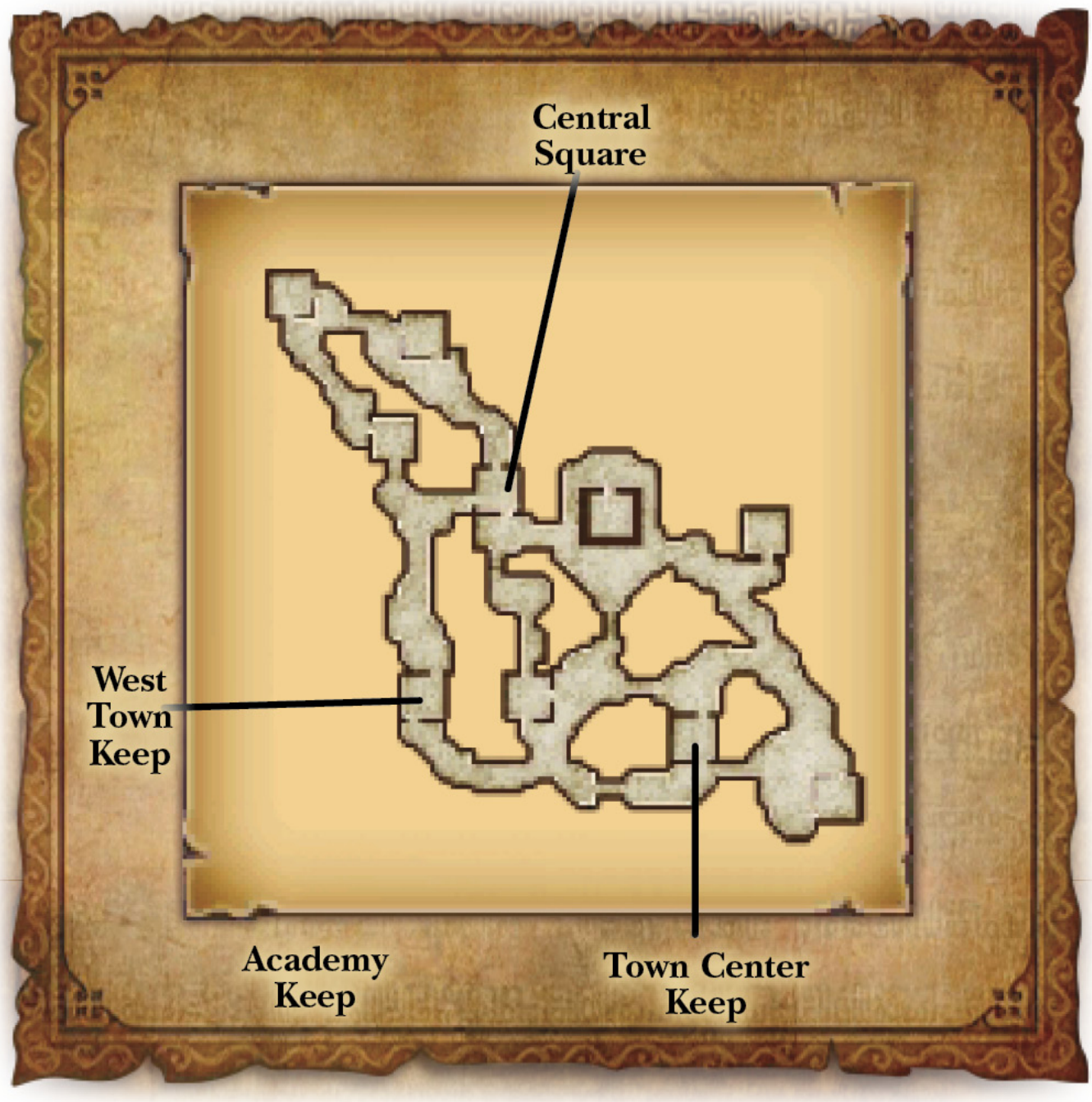
Master Quest Map
G-14

GUARD THE ALLIED KEEPS WITH YOUR LIFE!

Unlockables
Compass

Search Item
None

A-Rank	
TIME – 7 minutes or less	HEALTH – 4,000 damage or less



Master Quest Rule:
No Healing

This mission is one of the more intense stages in the game. You must defeat nine Icy Big Poes (two of which aren't on the field at the start of the mission) all while wave after wave of Bulblins appear on the map and assault your Keeps. The Bulblins are so constant that you should just assume that at any point during this stage they will be in at least one of your Keeps. We're going to offer up a strategy for this level based on the idea that you are always aware of the constant Bulblin attacks, so we won't be pointing them out every time they happen like in other stages. Whenever you find a lull in the battle, take the time to clean out Keeps, but only then.

We highly recommend that you equip a Fairy with the Repair Technician spell before taking this level on. Repair Technician can fully repair a Keep once per battle. In a Challenge Battle like "Guard the Keeps with your life!" repairing even one Keep is invaluable. We suggest you repair the Academy Keep as soon as you reach it while following our strategy. It's under constant attack during this level and healing means you can basically ignore it for the duration of the level without fear of it falling.

Start by heading to the west side of the map. Your first Icy Big Poe starts there and begins making its way south to the West Town Keep shortly after the start of the level. Defeat any Bulblins with health bars that you pass while heading toward the Poe (or while you're heading anywhere on the map), then quickly dispatch the Poe.

Head south and east toward the Academy Keep. Bulblins should be inside of it at this point and leaving them there is a near guarantee of an earlier failure. Around the time you reach the Academy Keep, another Poe appears on the map. It enters the battlefield directly south of the Academy Keep. Clear the Academy Keep first and foremost, then chase down the Poe.

As soon you defeat the Bulblins in the Academy Keep and the Icy Big Poe, race—and we mean race—to the southeast corner of the map. Three of the Poes are hanging out there and while you're sure to have Bulblins in your Keeps at this point, defeating these Poes here and now will make the rest of the stage significantly easier.

Once they are defeated, rush through and clean up any Keeps that have Bulblins in them while heading toward the north side of the map. About the time you reach the Central Square Keep, a Messenger appears in the northwest corner of the map. Chase it down, defeat it, then tear through all of the Poes in that corner of the map.

Race back down to the West Field Keep and clear out any Bulblins inside of it. The last Poe appears in the center of the map and begins making its way to the Keep you're in. Intercept and defeat it to complete this mission.

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Hyrule Warriors Legends

Master Quest Map
G-15

MISSING ENEMIES

You must use a Recorder in the Search Screen to make the enemies appear in this Scenario.

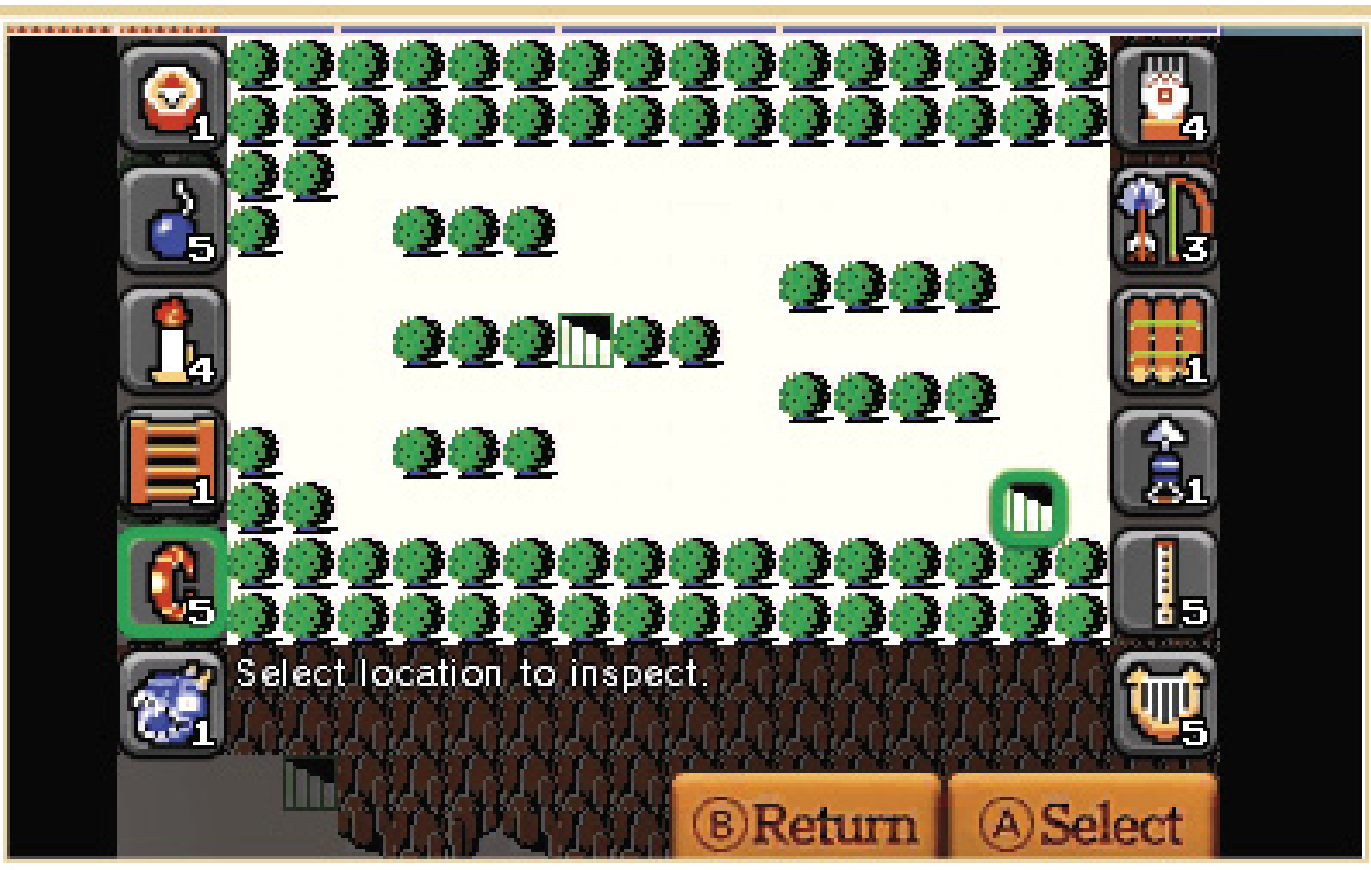
ADVENTURE BATTLE:

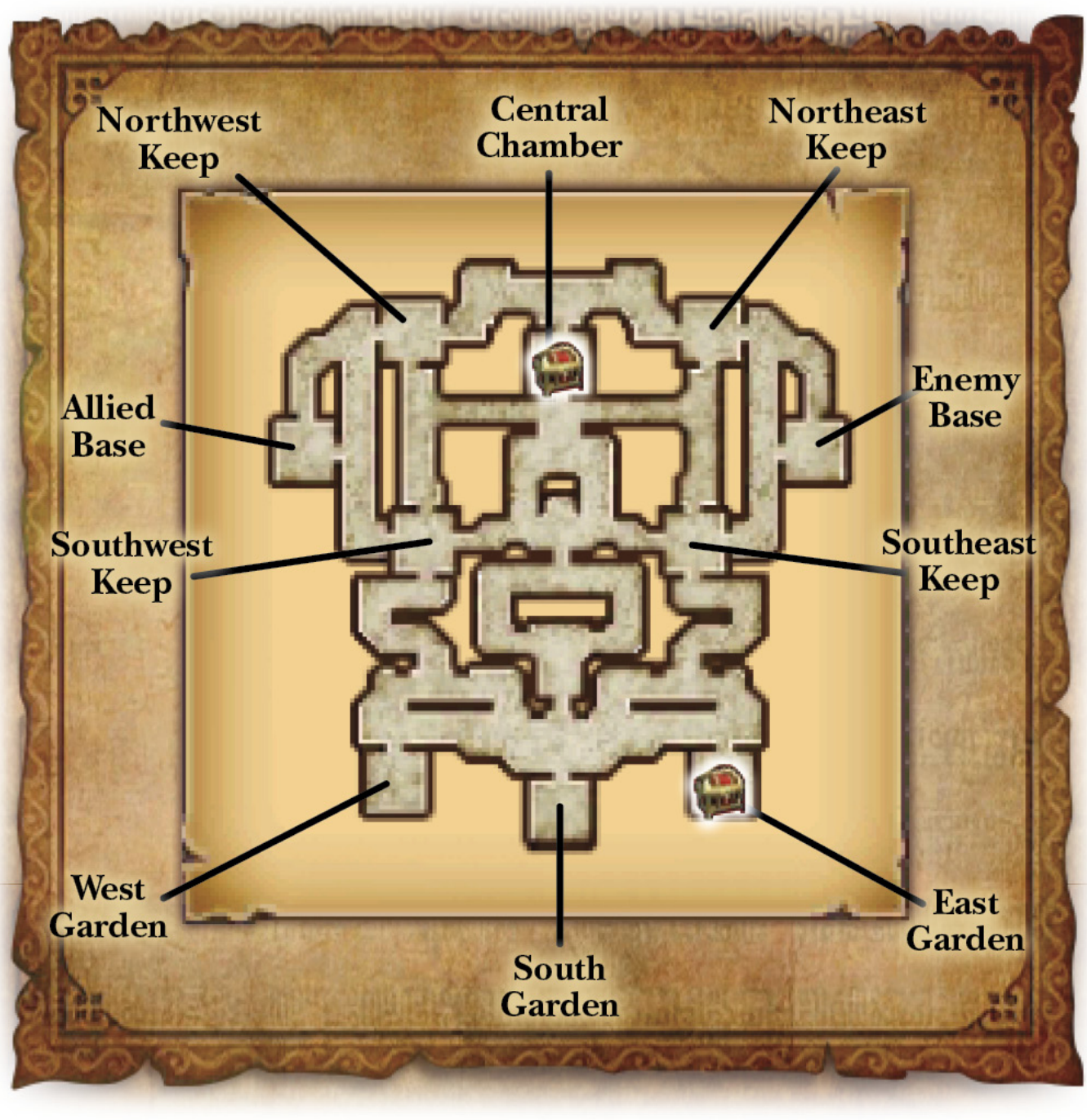
DEFEAT THE ENEMY FORCES!

Unlockables	
Candle	Fi – Heart Container (Treasure)
Fairy Clothing: Top (Treasure)	Fairy Food: Drink

Search Item
Power Bracelet: Fi's True Goddess Blade (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	





Victory Conditions	Defeat Conditions
Defeat Ganondorf	Midna flees or the Allied Base falls

Master Quest Rule:
No Guarding

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the four Captains marked on your map to open the gates to the Enemy Base Keep.

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Hyrule Warriors Legends

Master Quest Map
G-16

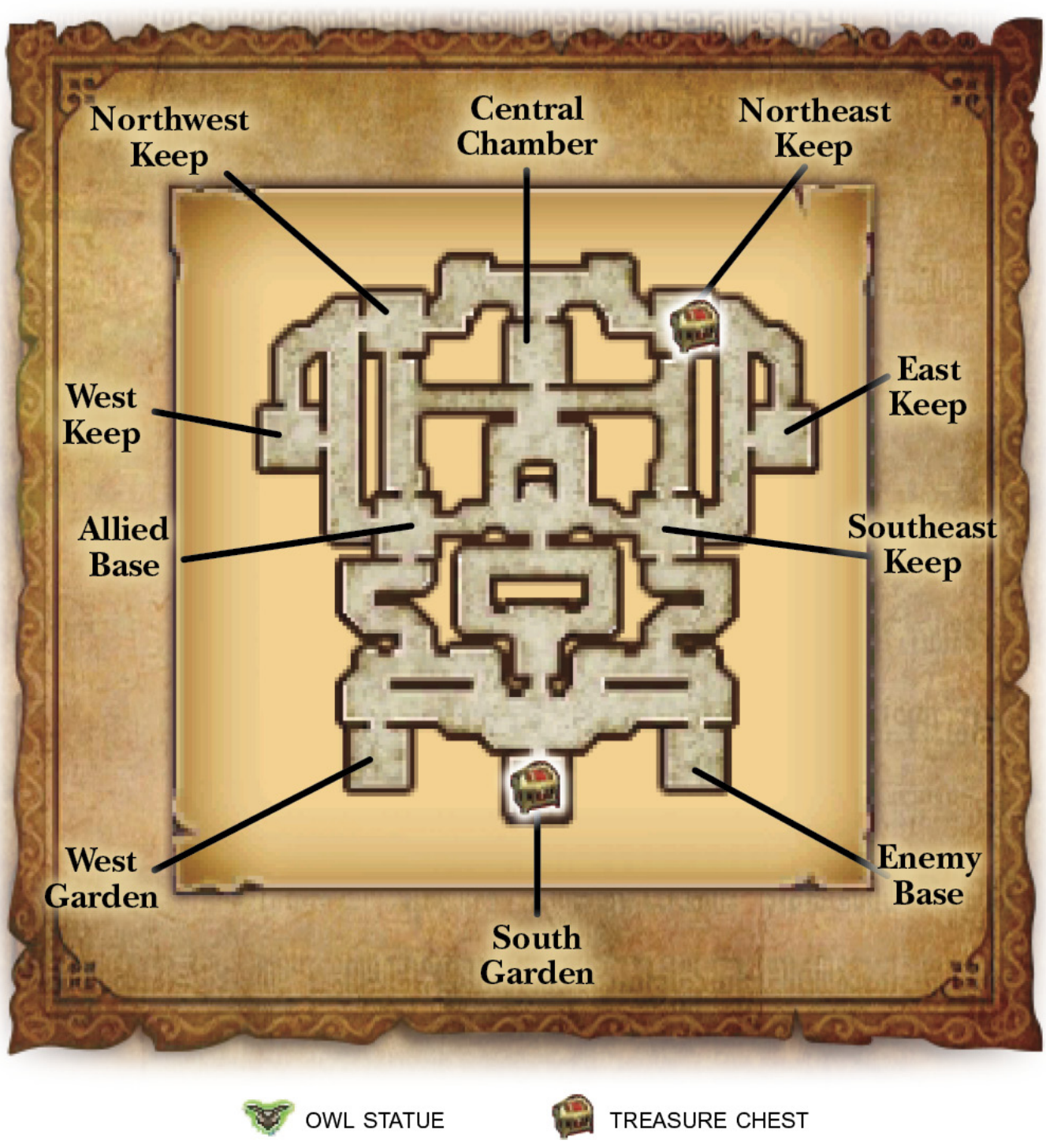
ADVENTURE BATTLE:

WATCH OUT FOR FALLING ARTILLERY FIRE!

Unlockables	
Compass	Fairy Clothing: Bottoms (Treasure)

Search Item
Ladder: Zant's Scimitar of Twilight (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Ruto	Midna flees or the Allied Base falls

Master Quest Rule:
Speed Run

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You must then recapture that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu that's immediately north of your starting position. After defeating that Bombchu, head to the Bombchu on the northwest side of the map. While you head to the second Bombchu, send your second Playable Warrior to the Bombchu on the southeast corner of the map. When you're done destroying the second Bombchu, switch to your second Playable Warrior and destroy the third and final Bombchu.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

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Master Quest Map
H-1

RACK UP YOUR KO COUNT!

Unlockables
Compass

Search Item
Ice Arrow: Costume – Ganondorf's Standard Outfit (Master Quest)

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Healing

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HYRULE WARRIORS LEGENDS

Master Quest Map
H-2

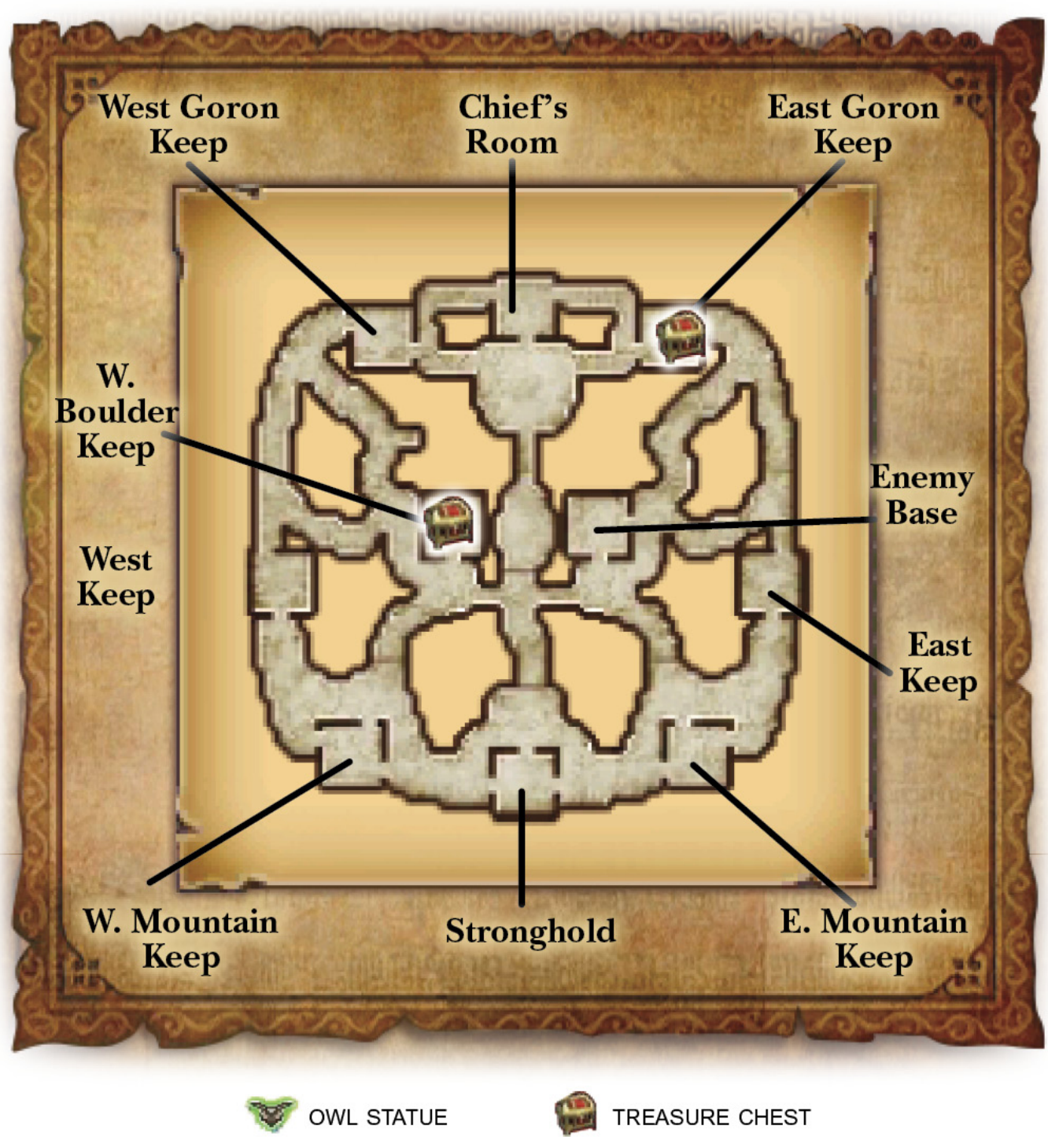
ADVENTURE BATTLE:

FIGHT AS A WARRIOR OF DARKNESS!

Unlockables
Young Link – Heart Container (Treasure)

Search Item
Digging Mitts: Young Link's Vengeful Deity Mask (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Darunia	Ghirahim or Volga flees

Master Quest Rule:
Speed Run

SAVE THE STRANDED ALLIED FORCES!

A few of your Allied Captains are isolated behind enemy lines. You need to get over there and defeat the marked enemy Captains to free your ally before they are defeated.

CAPTURE ONE OF THE KEEPS AND BREAK THROUGH!

To reach your allies, you must first capture one of the two marked Keeps to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps appears. Capture either one of those Keeps to gain full access to the map. Once you defeat the marked enemies attacking your allies, the mission is finished.

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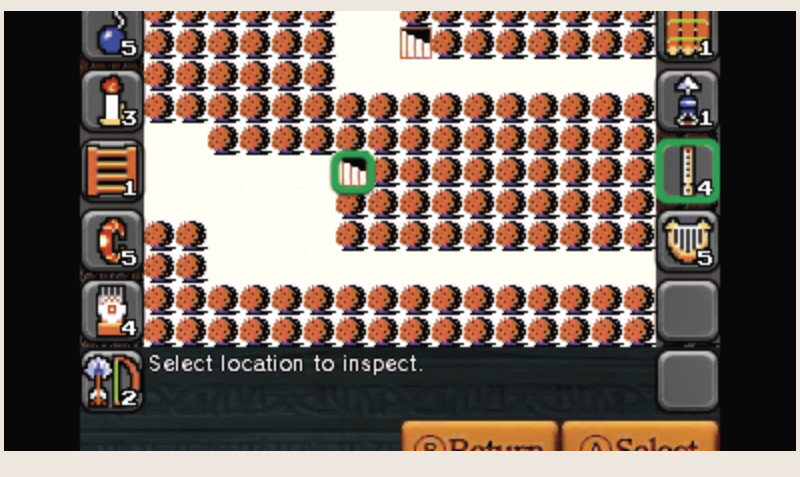
Hyrule Warriors Legends

Master Quest Map
H-3

MISSING ENEMIES



You must use a Recorder in the Search Screen to make the enemies appear in this Scenario.

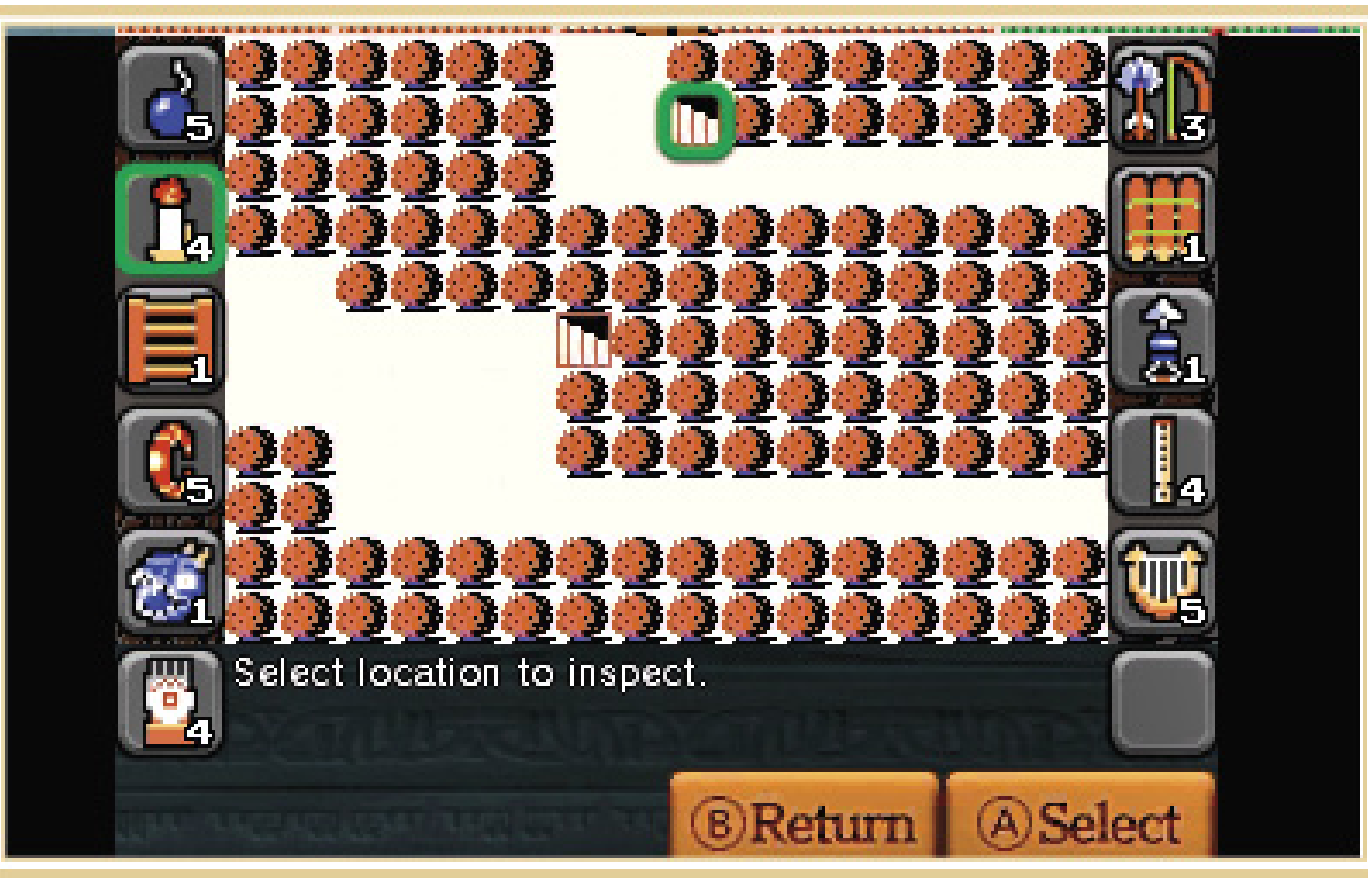
ADVENTURE BATTLE:

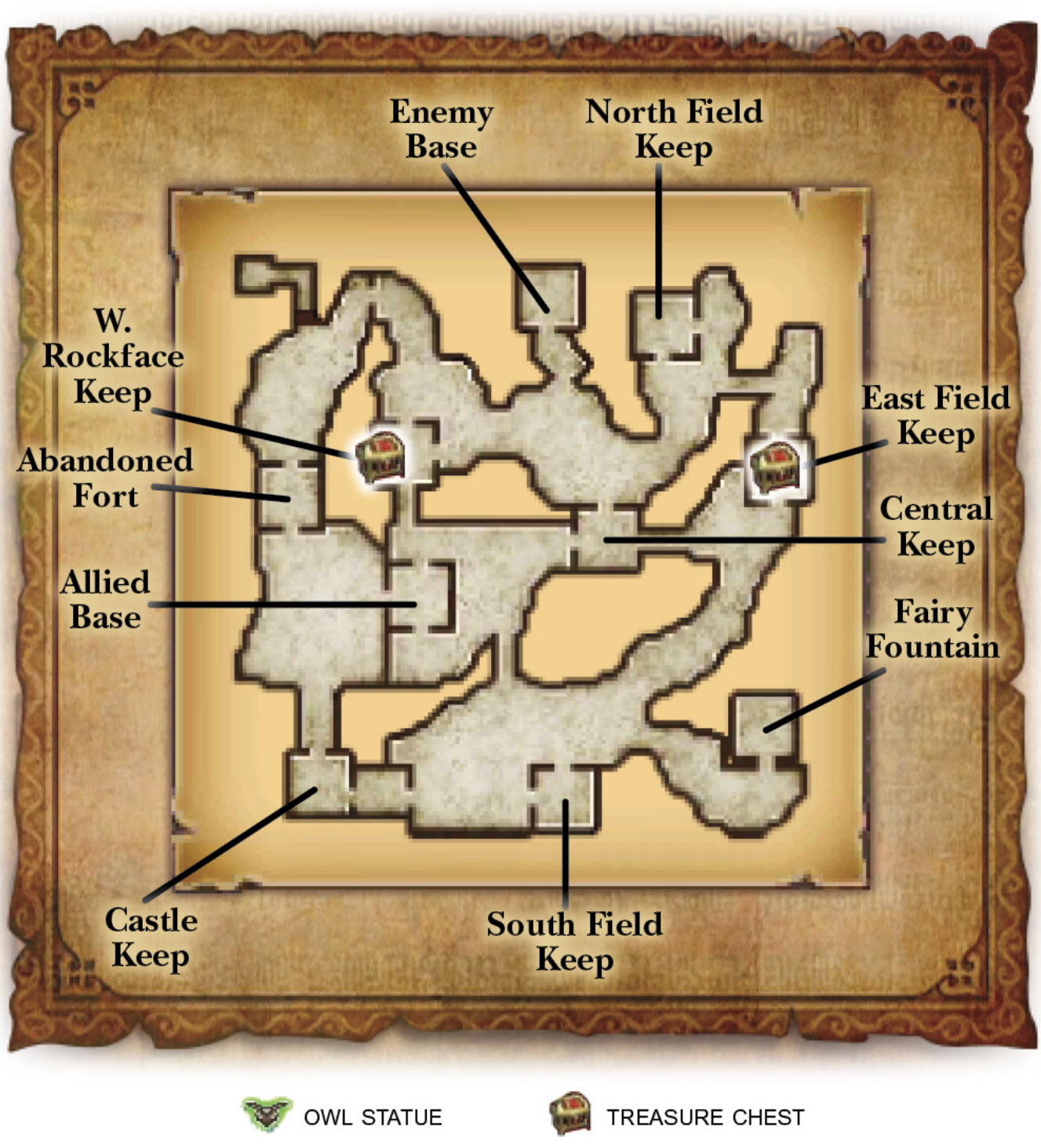
ATTEND THE FESTIVAL OF CUCCOS!

Unlockables
Digging Mitts
King Daphnes – Heart Container (Treasure)
Fairy Clothing: Top (Treasure)

Search Item
Candle: King Daphnes' Sail of Red Lions (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	





Victory Conditions	Defeat Conditions
Defeat Cia	Agitha flees or the Allied Base falls

Master Quest Rule:
No Item Attacks

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the three Captains marked on your map to open the gates to the Enemy Base Keep.

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Master Quest Map
H-4

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables	
Ice Arrow	Midna – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 15 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Healing

DEFEAT 30 ENEMY CAPTAINS

The Captains you tangle with in this battle are ReDead Knights. They have only one projectile attack that can damage you and you can see it coming from a mile away—a poison spit attack that the ReDead Knight must charge up in the same way it charges up a freeze attack. Stick to Warriors with projectiles (Ghirahim, Link, Lana, Sheik, Linkle) or use the Bow to handle this Captains with ease.

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Master Quest Map
H-5

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables	
Candle	Skull Kid – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

Master Quest Rule:
No Healing

THREE GOHMAS

To defeat Gohma, use your Bow to shoot its eye when it turns blue to reveal its Weak Point Mark. Hit it with a handful of Weak Point Smashes to win.

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HYRULE WARRIORS LEGENDS

Master Quest Map
H-6

ADVENTURE BATTLE:

DESTROY THE ARMY WITH BOOSTED MORALE!

Unlockables
Water Bombs

Search Item
Water Bombs: Link's Magical Sword (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Cia	Link flees

Master Quest Rule:
No Item Attacks

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains remove the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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Hyrule Warriors Legends

Master Quest Map
H-7

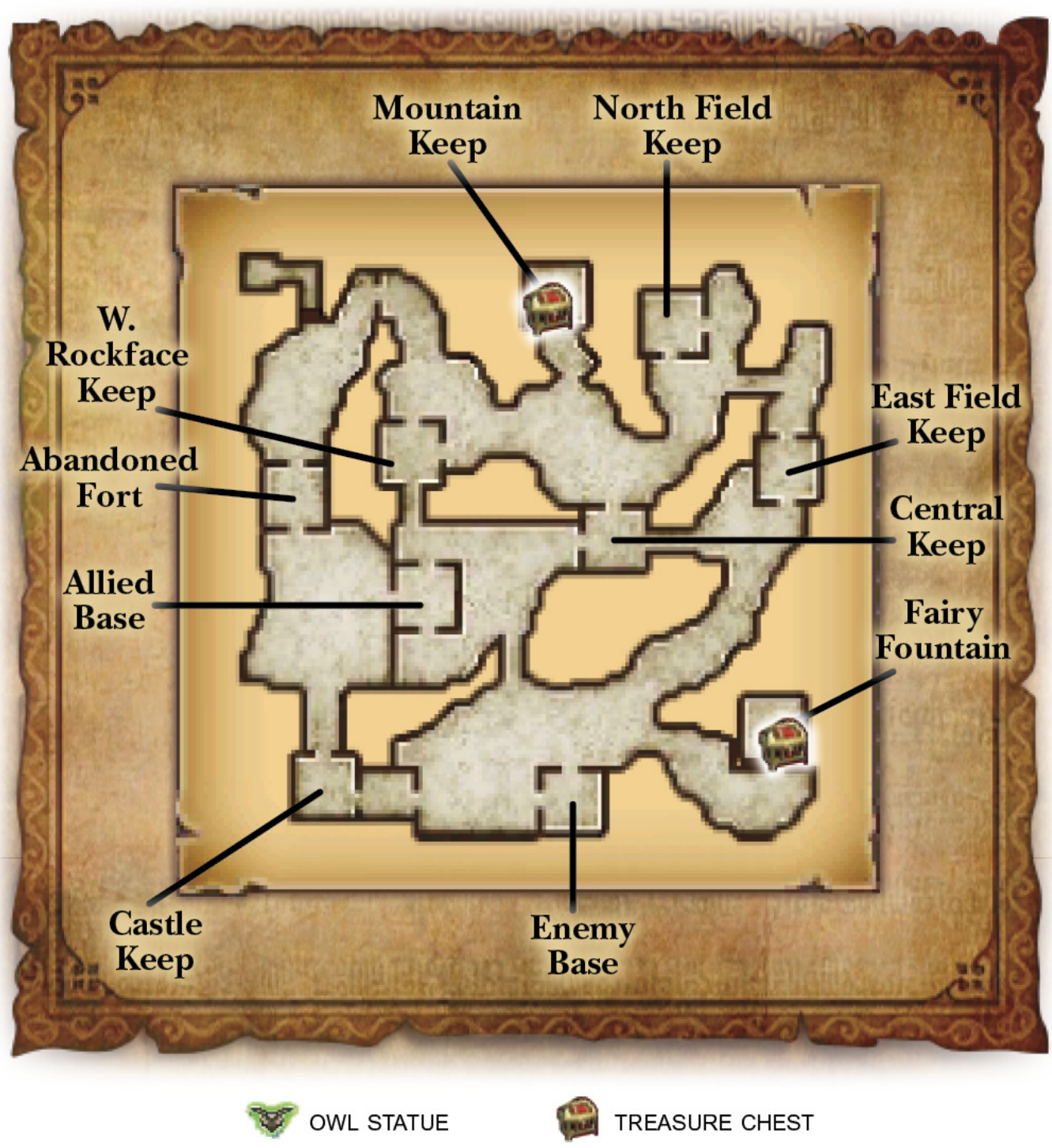
ADVENTURE BATTLE:

FIGHT AS A WARRIOR OF WATER!

Unlockables	
Compass	Cia – Piece of Heart (A-Rank)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Lizalfos	Zelda flees or the Allied Base falls

Master Quest Rule:
Speed Run

DEFEAT ENEMY TROOPS AND DEFEND THE ALLIED BASE

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu just east and slightly south of your starting position. While you're on your way there, command your other Playable Warrior to head toward the Bombchu on the south side of the map. Once you've defeated the first Bombchu, switch to your other Playable Warrior and take out the second Bombchu.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

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Master Quest Map
H-8

RACK UP YOUR KO COUNT!

Unlockables	
Compass	Volga – Heart Container (A-Rank)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Healing

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Hyrule Warriors Legends

Master Quest Map
H-9

ADVENTURE BATTLE:

DESTROY ENEMIES AND TRAITORS ALIKE!

Unlockables
Recorder

Search Item
Candle: Cia – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Zelda	Wizzro flees or the Allied Base falls

Master Quest Rule:
No Guarding

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders that are hiding out in one of the five Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader will eventually stop converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat him to complete the mission.

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Hyrule Warriors Legends

Master Quest Map
H-10

MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

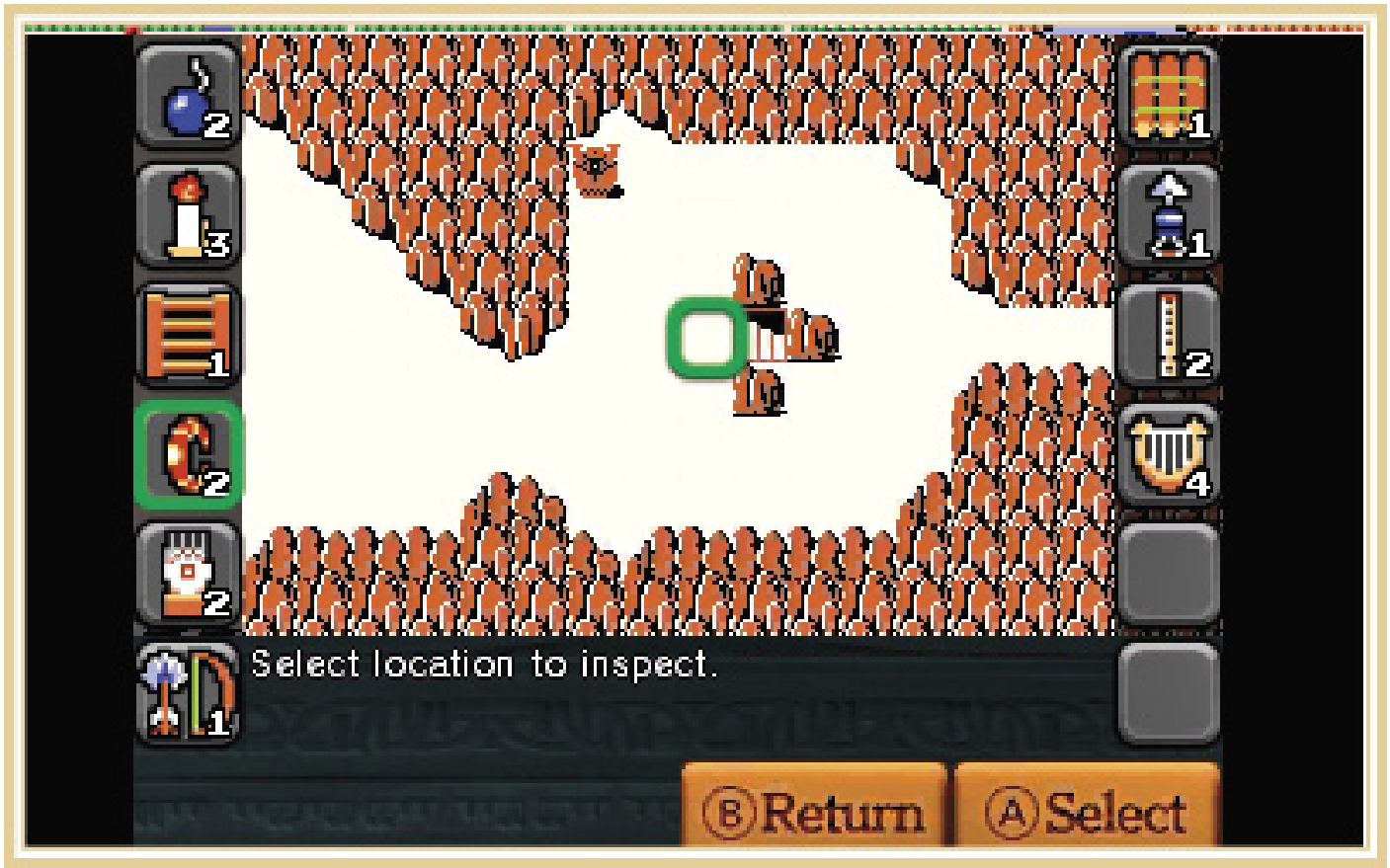
ADVENTURE BATTLE:

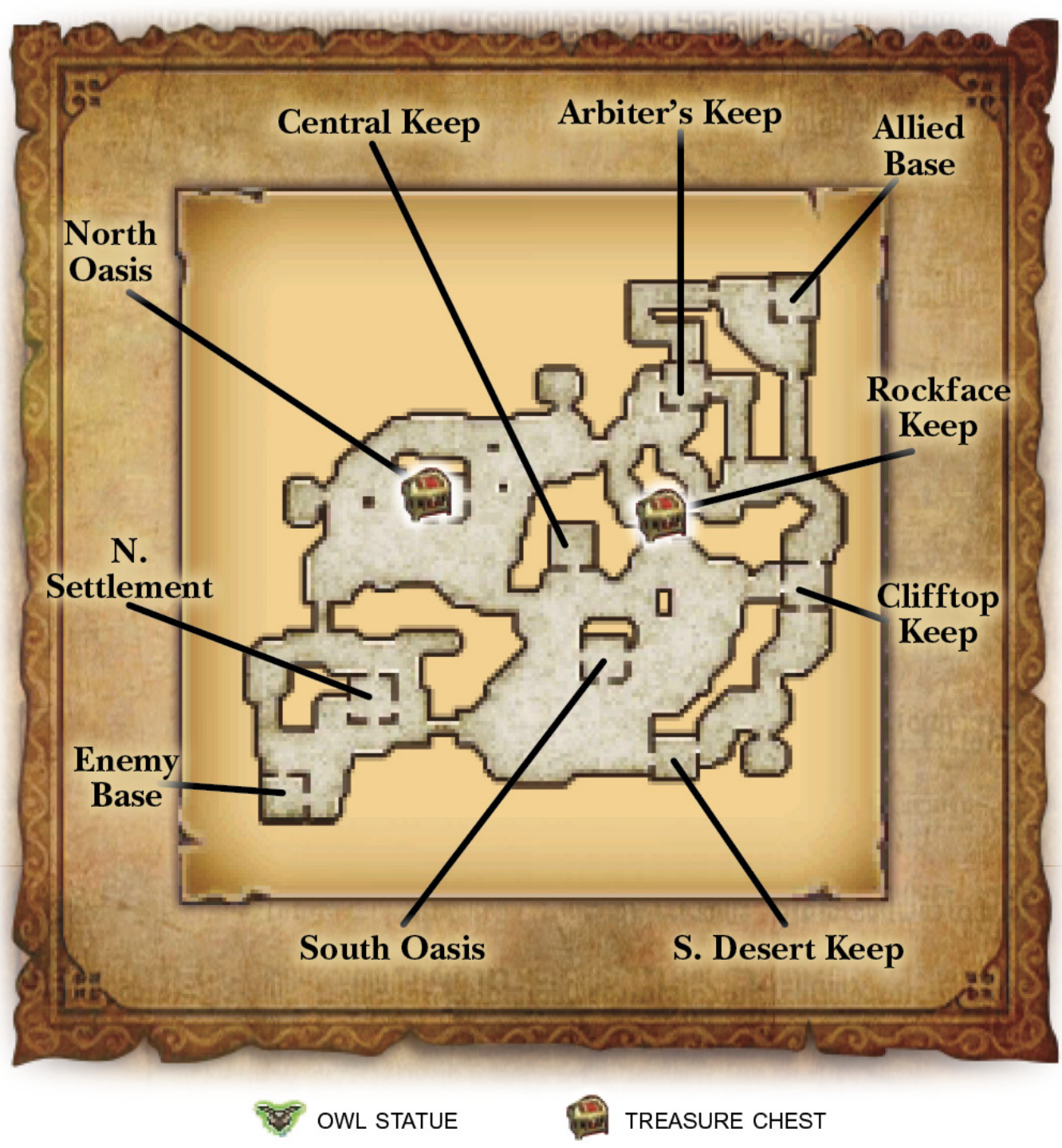
DEFEAT THE WARRIORS OF SKYLOFT!

Unlockables	
Water Bombs	Fairy Clothing: Bottoms (A-Rank)

Search Item
Power Bracelet: Zelda – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	





Victory Conditions	Defeat Conditions
Defeat Ganondorf	Lana flees or the Allied Base falls

Master Quest Rule:
No Healing

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

To open the gates of the Enemy Base Keep, capture all of the Keeps marked on your map.

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Hyrule Warriors Legends

Master Quest Map
H-11

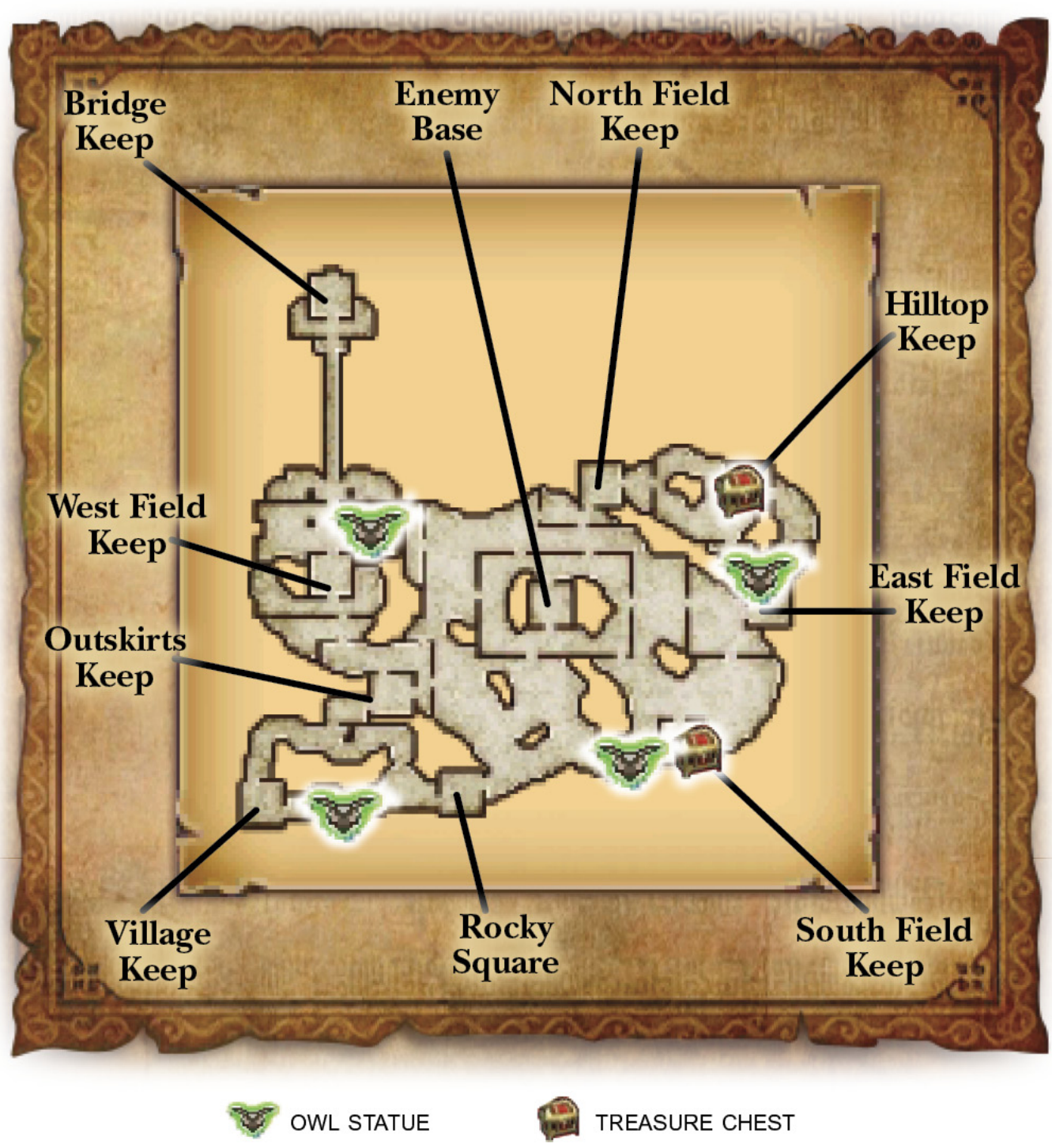
ADVENTURE BATTLE:

DESTROY THE ARMY WITH BOOSTED MORALE!

Unlockables	
Power Bracelet	Cia – Heart Container (A-Rank)
Cia – Piece of Heart (Treasure)	Fairy
Fairy Food: Plant	

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Zelda	Cia flees

Master Quest Rule:
No Healing

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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HYRULE WARRIORS LEGENDS

Master Quest Map
H-12

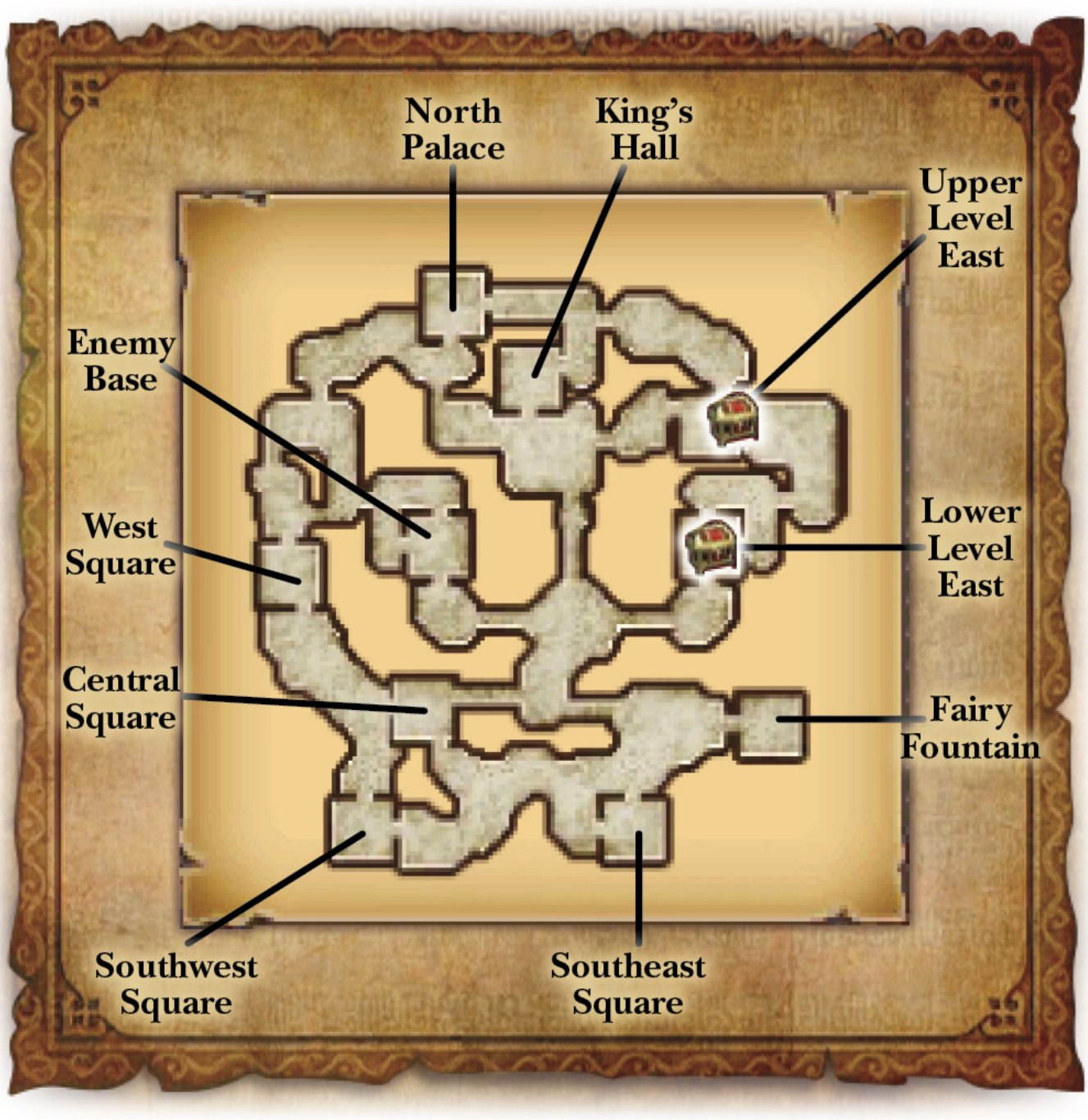
ADVENTURE BATTLE:

DEFEAT THE SHIELD MOBLIN FORCES!

Unlockables	
1,000 KO Skulltula	Second Gold Skulltula

Search Item
Water Bombs: Costume – Zant's Standard Outfit (Master Quest)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Cia	Zelda or Lana flees

Master Quest Rule:
Speed Run

SAVE THE STRANDED ALLIED FORCES!

A few of your Allied Captains are isolated behind enemy lines. You need to get over there and defeat the marked enemy Captains to free your ally before they are defeated.

CAPTURE ONE OF THE KEEPS AND BREAK THROUGH!

To reach your allies, you must first capture one of the two marked Keeps to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps appears. Capture either one of those Keeps to gain full access to the map. Once you defeat the marked enemies attacking your allies, the mission is finished.

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Master Quest Map
H-13

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Bombs

Search Item
Bombs: Ghirahim – Heart Container (A-Rank)

A-Rank	
TIME – 15 minutes or less	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Healing

DEFEAT 30 ENEMY CAPTAINS

All of the enemy Captains for this Scenario are Moblins. They have only one ranged attack (when they throw their spear), so defeating them is just a matter of bringing a Bow to a sword fight. Using Link and his Master Sword is very helpful for this battle. Using Link's Regular-Regular-Combo attack with the Master Sword shoots out three beams that damage and knock foes back, making cleaning out entire groups of enemies effortless.

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Hyrule Warriors Legends

Master Quest Map
H-14

GUARD THE ALLIED KEEPS WITH YOUR LIFE!

Unlockables

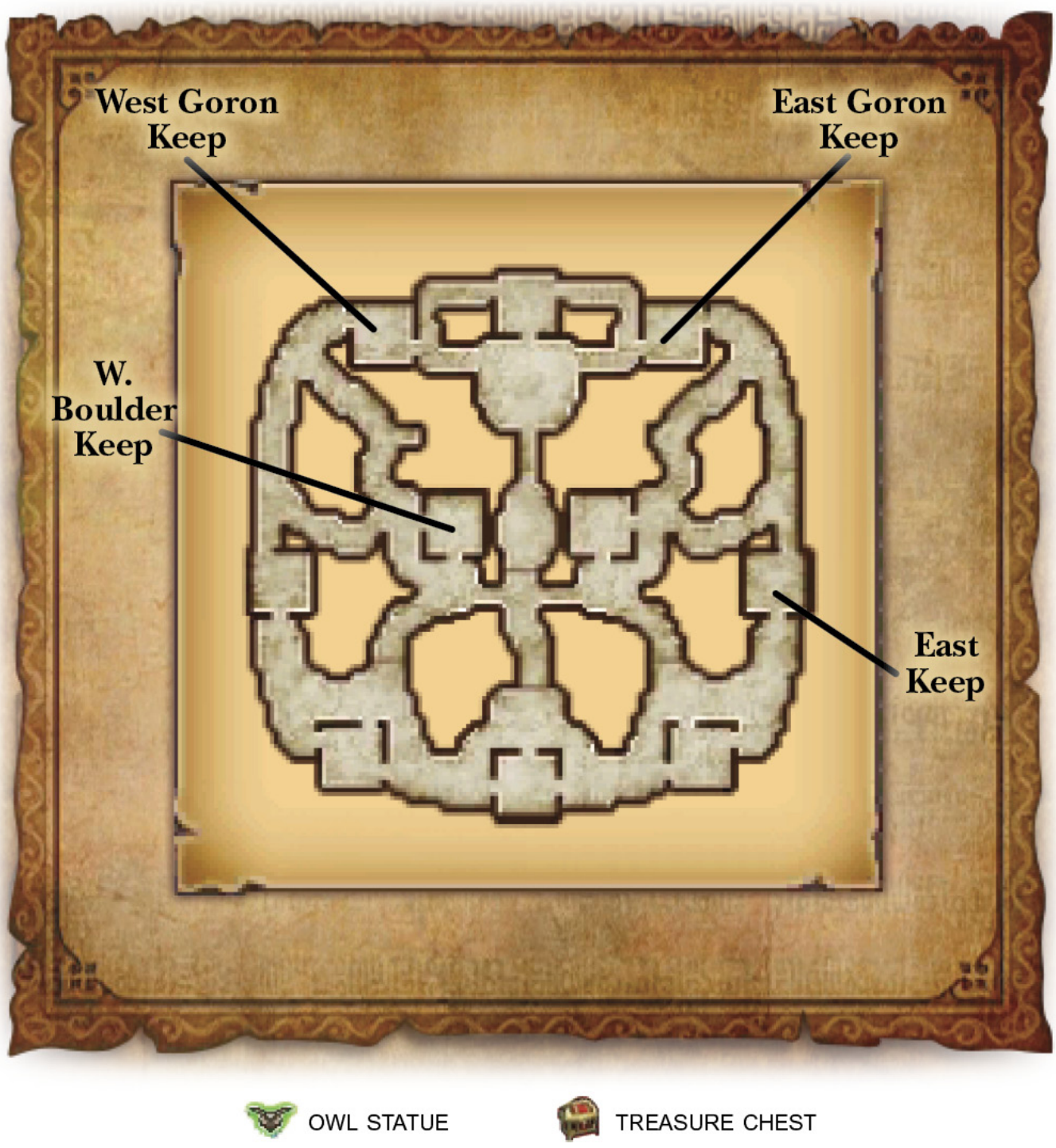
Recorder

Search Item

Bombs: Volga – Piece of Heart (A-Rank)

A-Rank

TIME – 7 minutes or less



Master Quest Rule:

No Guarding

Defeat nine ReDead Knights to complete this level. Bringing a Fairy with the Repair Technician spell makes this battle a whole lot easier. Using Repair Technician on the West Goron Keep is the way to go. It will be under near constant attack by Stalchildren the entire stage and it's out of the way, meaning you'd pretty much have to cross the entire map to reach it whenever it was in danger.

Start by heading north to reach the West Goron Keep. Your first ReDead Knight starts from the west side of the map and makes its way up to that Keep. Defeat it, use Repair Technician inside of it, then swiftly race to the East Goron Keep and clear out any Stalchildren inside of it.

Head back toward the center of the map. A ReDead Knight appears there and begins heading toward the West Goron Keep. After defeating it, two more Stalchildren appear in the upper center corridor (directly above where the second ReDead Knight appeared) and start heading for the East Goron Keep. Quickly defeat them, then race to the W. Boulder Keep and clear it out, too.

After clearing out the W. Boulder Keep, head to the East Keep and defeat the Stalchildren there. From there, head south toward the bottom center of the map and take out the ReDead Knights. From there, head to the southwestern ReDead Knights and swiftly wipe them out, too.

Head to the dead center of the map and wait. The final ReDead Knight appears here. Defeat it swiftly to complete the mission, or play it safe and take out the Stalchildren attacking the East Goron Keep before taking out the ReDead Knight. It's your call. Either way, this level is finished as soon as that ReDead has been returned to the grave.

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Master Quest Map
H-15

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Harp

Search Item
Ice Arrow: Costume – Cia's Guardian of Time

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

Master Quest Rule:
No Healing

TWO ARGOROKS

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

MANHANDLA

To defeat Manhandla, wait until its stalks turn green, then hit them with the Boomerang. Once you've hit all four, Manhandla uproots and its Weak Point Mark is revealed. Hit it with a handful of Weak Point Smashes to make short work of the monstrous man-eater.

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Master Quest Map
H-16

RACK UP YOUR KO COUNT!

Unlockables	
Raft	Ruto – Heart Container (A-Rank)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

Master Quest Rule:
No Guarding

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Extras

Overview

This chapter details all the extra bits of *Hyrule Warriors*. Here are lists of all the Potions the Apothecary sells, all the enemies and what Materials they drop, all the Weapon Skills and what they do, all the Sub-Weapons and where to find them, and all the Medals.

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Extras

Potions

Potions are used to give you an edge in battle or to help you grab Weapons, Materials, and other items during a level. To create Potions, you must go to the Apothecary tab inside the Bazaar.

Potion Name	Potion Description	Materials Required	Cost*
Weapon Drop I	Weak boost to weapon-drop rate.	20 Bronze Materials	100
Weapon Drop II	Mid boost to weapon-drop rate.	5 Silver Materials	500
Weapon Drop III	Strong boost to weapon-drop rate.	1 Gold Material	1000
Weapon Rank I	Weak boost to dropped-weapon ranks.	20 Bronze Materials	300
Weapon Rank II	Mid boost to dropped-weapon ranks.	5 Silver Materials	1500
Weapon Rank III	Strong boost to dropped-weapon ranks.	1 Gold Material	3000
Weapon Star I	Weak boost to dropped-weapon stars.	20 Bronze Materials	400
Weapon Star II	Mid boost to dropped-weapon stars.	5 Silver Materials	2000
Weapon Star III	Strong boost to dropped-weapon stars.	1 Gold Material	4000
Weapon Slot I	Weak boost to dropped-weapon slots.	20 Bronze Materials	200
Weapon Slot II	Mid boost to dropped-weapon slots.	5 Silver Materials	1000
Weapon Slot III	Strong boost to dropped-weapon slots.	1 Gold Material	2000
Empty Slot I	Weak boost to dropped-weapon empty slots.	20 Bronze Materials	500
Empty Slot II	Strong boost to dropped-weapon empty slots.	1 Gold Materials	1000
Attack Skill I	Small boost to Attack Skills on weapon drops.	20 Bronze Materails	200
Attack Skill II	Large boost to Attack Skills on weapon drops.	1 Gold Material	400
Element Skill I	Small boost to Elemental Attack Skills on weapon drops.	20 Bronze Materials	400
Element Skill II	Large boost to Elemental Attack Skills on weapon drops.	1 Gold Materials	800
VS Skill I	Weak boost to weapon drops with Enemy Specific Attack Skills.	20 Bronze Materials	1800
VS Skill II	Strong boost to weapon drops with Enemy Specific Attack Skills.	1 Gold Materials	3600
Bonus Skill I	Weak boost to Bonus Skill on weapon drops.	20 Bronze Materials	300
Bonus Skill II	Strong boost to Bonus Skill on weapon drops.	1 Gold Material	600
KO Skills I	Weak boost to weapon drops with KO skills.	20 Bronze Materials	1500
KO Skills II	Strong boost to weapon drops with KO skills.	1 Gold Material	3000
Special Skill I	Weak boost to SP skills on weapon drops.	20 Bronze Materials	2000
Special Skill II	Strong boost to SP skills on weapon drops.	1 Gold Materials	4000
Item Power-Up	Items are permanently powered up for one battle.	200 Bronze Materials	60000
Guard Breaker	Allows a Warrior to break an enemy's guard.	150 Bronze Materials	40000
SP Replenishing	Special Attack gauge continually replenishes.	175 Bronze Materials	50000
EXP Accelerator	KO'd enemies give more experience points.	10 Silver Materials	10000
Rupee Festival	KO'd enemies drop more Rupees.	15 Silver Materials	1
Material Master	Defeated enemies drop more rare Materials	20 Silver Materials	50000
Weak Point Smasher	Weak Point gauges are reduced faster.	125 Bronze Materials	25000
Anti-Boss Formula	Damage against Giant Bosses is increased.	175 Bronze Materials	35000
Boss MP Absorber	Absorbs magic power from Giant Bosses.	150 Bronze Materials	30000
Food Drop	Boost to Fairy Food drops.	5 Silver Materials	1500
Feast Drop	Boost to Feast Fairy Food drops.	20 Bronze Materials	500
Fish Drop	Boost to Fish Fairy Food drops.	20 Bronze Materials	500
Weird Drop	Boost to Weird Fairy Food drops.	20 Bronze Materials	500
Drink Drop	Boost to Drink Fairy Food drops.	20 Bronze Materials	500
Plant Drop	Boost to Plant Fairy Food drops.	20 Bronze Materials	500

*Cost in Rupees.

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Extras

Materials

Below is a description of all of the Materials that can be found in Hyrule Warriors and which enemies carry them. Materials are used to purchase Potions and Badges from the Bazaar. Each enemy has a chance to drop one of a set number of items, each with a different colored Material bag. Bronze Materials are the most common, while Gold are the most rare.

Enemy	Bronze Drop	Silver Drop	Gold Drop
Bulblin	Metal Plate	—	—
Miniblin	Monster Horn	—	—
Stalkid	Monster Tooth	—	—
Bokoblin	Old Rag	—	—
Hylian Soldier	Soldier's Uniform	—	—
Goron	Rock	—	—
Aeralfos	Aeralfos Leather	Round Aeralfos Shield	—
Fiery Aeralos	Fiery Aeralfos Leather	Fiery Aeralfos Wing	—
Gibdo	Gibdo Bandage	Heavy Gibdo Sword	—
ReDead Knight	ReDead Bandage	Heavy Gibdo Sword	—
Lizalfos	Lizalfos Scale	Lizalfos Gauntlet	—
Dinolfos	Dinolfos Scale	Dinolfos Arm Guard	—
Moblin	Moblin Flank	Moblin Spear	—
Shield Moblin	Shield Moblin Helmet	Metal Moblin Shield	—
Darknut	Piece of Darknut Armor	Large Darknut Sword	—
Stalmaster	Stalmaster Wrist Bone	Stalmaster's Skull	—
Big Poe	Big Poe Necklace	Big Poe's Lantern	—
Icy Big Poe	Essence of Icy Big Poe	Icy Big Poe's Talisman	—
Hylian Captain	Hylian Captain Gauntlet	Holy Hylian Shield	—
Goron Captain	Goron Armor Breastplate	Thick Goron Helmet	—
Big Blin	Big Blin Hide	Big Blin Club	—
Stone Blin	Stone Blin Buckler	Stone Blin Helmet	—
Link	—	Link's Boots	Link's Scarf
Impa	—	Impa's Hair Band	Impa's Breastplate
Sheik	—	Sheik's Kunai	Sheik's Turban
Lana	—	Lana's Hair Clip	Lana's Cloak
Midna	—	Midna's Hair	Midna's Fused Shadow
Darunia	—	Darunia's Spikes	Darunia's Bracelet
Fi	—	Fi's Heels	Fi's Crystal
Zelda	—	Zelda's Brooch	Zelda's Tiara
Agitha	—	Agitha's Basket	Agitha's Pendant
Ruto	—	Ruto's Earrings	Ruto's Scale
Volga	—	Volga's Helmet	Volga's Dragon Spear
Wizzro	—	Wizzro's Robe	Wizzro's Ring
Cia	—	Cia's Bracelet	Cia's Staff
Ghirahim	—	Ghirahim's Sash	Ghirahim's Cape
Zant	—	Zant's Magic Gem	Zant's Helmet
Ganondorf	—	Ganondorf's Gauntlets	Ganondorf's Jewel
Twili Midna	—	Twili Midna's Hairpin	Twili Midna's Robe
Young Link	—	Young Link's Belt	Keaton Mask
Tingle	—	Tingle's Map	Tingle's Watch
Linkle	—	Linkle's Boots	Linkle's Compass
Skull Kid	—	Skull Kid's Hat	Majora's Mask
Toon Link	—	Pirate's Charm	Island Outfit
Tetra	—	Tetra's Sandals	Tetra's Bandana
King Daphnes	—	King Daphnes's Robe	King Daphnes's Crown
King Dodongo	—	King Dodongo's Claws	King Dodongo's Crystal
Gohma	—	Gohma's Acid	Gohma's Lens
Manhandla	—	Manhandla's Toxic Dust	Manhandla's Sapling
Argorok	—	Argorok's Embers	Argorok's Stone
The Imprisoned	—	The Imprisoned's Scales	The Imprisoned's Pillar
Helmaroc King	—	Helmaroc Plume	Helmaroc King's Mask
Phantom Ganon	—	Phantom Ganon's Cape	Phantom Ganon's Sword
Ganon	—	Ganon's Mane	Ganon's Fang

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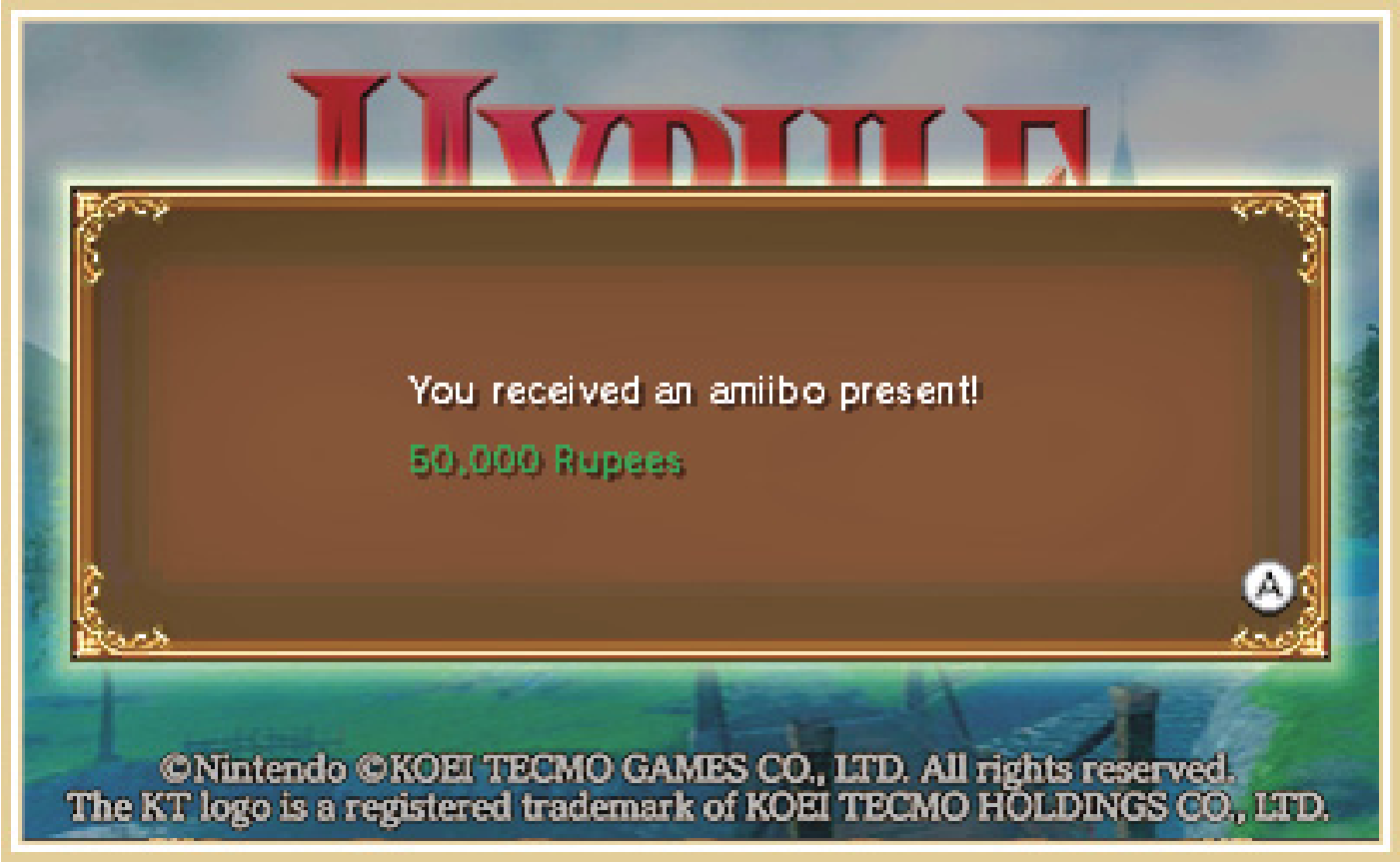
Hyrule Warriors Legends

Extras

Nintendo amiibo



If you have any *Legend of Zelda*-related amiibo, you can place them on your 3DS's bottom screen while at the Title screen of the game. Once per day, per amiibo, you can get a reward for using you amiibos. These rewards are almost always weapons for the Warrior related to the amiibo you used, but you can also get Rupees from using them, as well.

Make a point to use your amiibo every day. Which weapons drop and how strong they are is completely random, so you never know if you're going to land a super-powerful weapon for them. You receive weapons of the highest tier you currently have unlocked. For example, if you have Link's White Sword, you are guaranteed to get one of Link's White Swords and not his Knight's Sword.

Even if you end up with weaker weapons, you can sell them off and add to your Rupee pool. With Rupees being so vital to strengthening your Warriors, you'll almost always be desperate to get your hands on them, and selling those weaker weapons helps with that.

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Extras

Medals

Hyrule Warriors rewards players for accomplishing specific milestones by giving them Medals. Obtaining all of these is only for the most devoted completionists, as some players won't have the stomach to complete the requirements for these. Prove that you're a cut above the rest by getting every Medal in the game; this list shows you how.

Destructive Force	Defeat 1,000 or more enemies in one battle.
A Hundred Years Ahead	Defeat 100 or more enemies with Special Attacks in one battle.
Magical Warrior	Defeat 500 enemies during one Focus Spirit use.
Mr. Fairy	Defeat 50 enemies with Fairy magic.
Hyrule Warrior	Defeated a total of 100,000 or more enemies.
Millionaire	Acquired a total of 1,000,000 or more Rupees.
Weapons Master	Aquired a total of 1,000 or more weapons.
Treasure Hunter	Acquired a total of 100 or more super-rare Materials.
Lawn Mower	Cut a total of 1,000 or more clumps of grass.
Everyone's Hero	Saved an all 500 or more times.
Marathon Man	Dashed a total of 42.195 km or more.
Hyrule Gourmand	Collected a total of 100 Delicious Food items.
Hero in the Green Tunic	Completed Legend Mode.
The Real Deal	Completed Legend Mode in Hero Mode difficulty.
Serious Adventurer	Attained A-Rank in Adventure Mode.
Bug Catcher	Defeated 100 Gold Skulltulas.
Know-It-All	Completed nine illustrations.
Big Bro	Completed 10 Rescue Battles in Adventure Mode.
Material Master	Collected 999 of a single type of Material.
amiibo Warriors	Received 100 amiibo presents.
Circle of Friends	Received Retal Skills 50 times.
Badge Collector	Created every kind of badge.
Granny's Boy	Created every kind of mixture.
Fairy Fashionista	Acquired all Fairy Clothing items.
Craftsman	Completed a battle using only items.
True Master Sword	Awoke the true power of the Master Sword.
Cucco's Revenge	Managed to get defeated by a Cucco.
Superstar	Activated all Focus Spirit bonuses.
Hey Listen!	Found a companion Fairy.
Fairy Fountain	Found three Companion Fairies.
Fairy in a Bottle	Refreshed a Companion Fairy.
Connected Worlds	Completed Adventure Map.
Ruler of the World	Attained A-Rank in all Adventure Map battles.
A Secret to Everybody	Found all secret elements in Adventure Map.
Connected Seas	Completed the Great Sea Map.
Ruler of the Great Sea	Attained "A" Rank in all Great Sea Map battles.
A Sea-cret to Everybody	Found all secret elements on the Great Sea Map.
Connected Master Worlds	Cleared the Master Quest Map
Ruler of the Master World	Attained "A" Rank in all Master Quest Map battles.
Still a Secret to Everybody	Found all secret elements on the Master Quest Map.
Connected Twilight Worlds	Cleared the Twilight Map.
Ruler of the Twilight World	Attained "A" Rank in all Twilight Map battles.
A Twilit Secret to Everybody	Found all secret elements on the Twilight Map.
Connected Termina Worlds	Cleared the Termina Map.
Ruler of the Termina World	Attained "A" Rank in all Termina Map battles.
A Not-So-Terrible Fate	Found all secret elements on the Termina Map.

A-Rank
DAMAGE – 4,000 damage or less

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Adventure Mode

How It Works

Adventure Mode makes up the meat of the Hyrule Warriors experience with a whopping 500+ Scenarios to play through. There are a ton of unlockables including Heart Containers, Weapons, new Warriors, and even new Adventure Mode maps. We have a breakdown of each Scenario, what unlockables you'll find, and how to obtain them. Read on to get the most out of your time with this game mode.

In Adventure Mode, you have the freedom to choose whichever Scenario you'd like to play as long as you unlock it first. To unlock new Scenarios, you have to obtain the Rank listed for that Scenario. What is a Rank, you ask? It's the way by which your performance in an Adventure Mode Scenario is judged. All Adventure Mode Scenarios judge you by how quickly you complete a Scenario and how little damage you take—there are also plenty of other Scenarios that also take into account how many enemies you defeated as well. Depending on how well you did, you receive either an A-, B-, or C-Rank. If you receive the Rank listed on an Adventure Mode world map or better, the next Scenario will open up for you.

AN EXAMPLE OF RANK REQUIREMENTS

A-Rank

KOs – 1,200 enemies or more

TIME – 15 minutes or less.

DAMAGE – 10,000 damage or less.

SEARCH REWARDS

Search Item requirements are listed for every stage that requires an Item Card. Bombs, Candles and Power Bracelets are used on very specific and hidden squares on the Search Screen; you can't find them without first using a Compass Item Card. When a stage contains hidden squares, screenshots are provided to help you find them.

For Item Cards such as Digging Mitts, Hookshot, Ice Arrows, Goddess's Harps and Water Bombs, there is always an icon on the Search Screen that directly relates to that item card (Ice Arrows should be used on a ring of fire, Hookshot on a target, Goddess's Harp on the blue butterflies, Water Bombs on the rocks in the water, Digging Mitts on the green and brown soil spots with an X in them). If there is no screenshot, be sure to read the "Search Item" text in our guide for that stage to see which Item Card is required.

ITEM CARDS

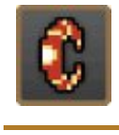
There is one more element barring your acquisition of unlockables in Adventure Mode: Item Cards. Item Cards are found as Battle Victory rewards for a large portion of the Scenarios in Adventure Mode. They are used to reveal unlockables and paths to certain Scenarios that aren't unlocked by Rank alone. To use an Item Card, you must first go to the Search Screen by pressing the X button while on the World Map screen. There are many different Item Cards and each one has a specific element it can interact with to reveal an unlockable.

When you bring up the Search Screen, you can select from one of your acquired Item Cards to use on an element in the screen. However, you can't just use any Item Card on anything you want; you need to look closely at the Search Screen for any abnormalities and select the Item Card that works to remove it.

Here's a breakdown of all the Item Cards that can be found in the Adventure Map and what they do:

COMPASS

Use this while searching to identify where an Item Card can be used.



POWER BRACELET

Use this on heavy rocks or tombstones to uncover hidden stairways.

RAFT

Use this on piers to cross to the opposite shore.

BOMBS

Use this on walls to uncover hidden caves.

WATER BOMBS

Use this on submerged rocks to destroy them.

HOOKSHOT

Use this on distant targets to pull yourself toward them.

CANDLE

The Candle is used to burn bushes to reveal hidden stairways.

DIGGING MITTS

Use these on soft earth to uncover hidden stairways. X marks the spot!

RECORDER

Use this on a small body of water to reveal secrets and enemies.

LADDER

The Ladder is used to move across a single space of water.

ICE ARROW

Use this on circles of flame to uncover hidden stairways.

Use it on Goddess Butterflies to make enemies appear.

UNLOCKABLES

Ranks aren't just how you unlock new Scenarios; they also unlock new weapons, Warriors, Pieces of Heart, and Heart Containers. If an item appears in the "A" Rank Victory tab in the top-left corner of the map screen, then you have to meet the A-Rank requirements listed for that Scenario in order to obtain it.

Getting A-Ranks is one of the hardest things to do in *Hyrule Warriors*, so you'll be happy to know that it's not the only way to obtain new unlockables. If an item appears under the Battle Victory tab on the top of the Adventure Mode map screen, it means you simply need to complete the Scenario in order to obtain it.

If you see any items appear under the Treasure tab on the top right of the Adventure Mode map screen, it means the item in question is found in a treasure chest or around the map in the Scenario itself. You can find how to obtain those items in each of the Scenario strategies below.

One thing that is important to note: Some of the unlockables will have either a darkened character icon or just a black circle with a question mark in it. If you see the black circle with a question mark, it means that the unlockable is for a Warrior you have yet to unlock. If you see a large question mark next to a darkened character icon, it means you need to use an Item Card on the Search Screen to reveal the reward.

ESSENTIAL ITEM CARDS

These are the Item Cards that are found in Adventure Mode and they are absolutely necessary not only for unlocking every unlockable this mode has to offer, but also for completing the Adventure Mode as well. Certain Scenarios are inaccessible or unplayable, and the only way to change that is by using a specific Item Card.

GOLD SKULLTULAS

The Adventure Mode Skulltulas all follow a very distinct pattern in terms of the locations they appear in. They are either at the center of the web that appears on the map, or they are at a location within the web that requires an item (usually this location is fairly obvious, such as a cliff that requires a Hookshot that serves no other purpose within the game aside from housing a Skulltula). In addition, the closer you get to a Skulltula, the louder the Skulltula's scuttling will get. If you keep these things in mind while searching you should have little trouble finding all the Skulltulas before they disappear.

To get the first Skulltula in every Adventure Mode Scenario, you need to defeat 1,000 enemies. To get the second Gold Skulltula to appear, you need to defeat the Scenario's first Gold Skulltula, complete the Scenario once, then play it a second time. Open up the "Warrior Info" screen on the pause menu to check the requirements for the second Skulltula. You will always need to get 1,200 KOs without taking four or more full Hearts of damage, then complete an additional task to reveal the second Gold Skulltula.

SCENARIO TYPES

Scenarios in Adventure Mode differ greatly from Scenarios in Legend Mode. Legend Mode Scenarios follow a pretty strict mission-based path, whereas most Adventure Mode Scenarios have only a single mission and handful of smaller sub-missions to complete. An even greater difference is that there is a wide variety of Scenario types that are almost entirely different from anything you see in Legend Mode.

Below is a list of the different Scenario categories.

ADVENTURE BATTLES

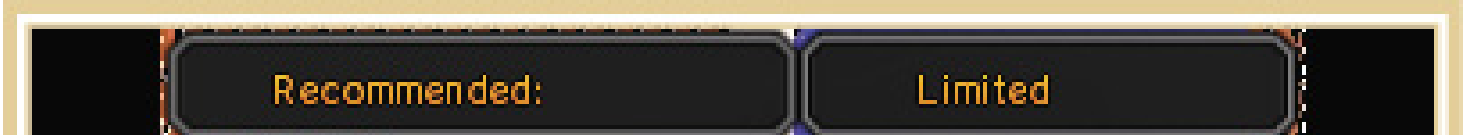
These Adventure Mode Scenarios are the closest you'll get to Scenarios in Legend Mode. They give you access to a full battlefield, just like Legend Mode, and have a Commander waiting to fight you at the end of the Scenario. Adventure Battle Scenarios typically have only one major mission that you have to complete to gain access to the enemy Commander. They often play out like short versions of Legend Mode Scenarios, so these will certainly feel the most familiar to you.

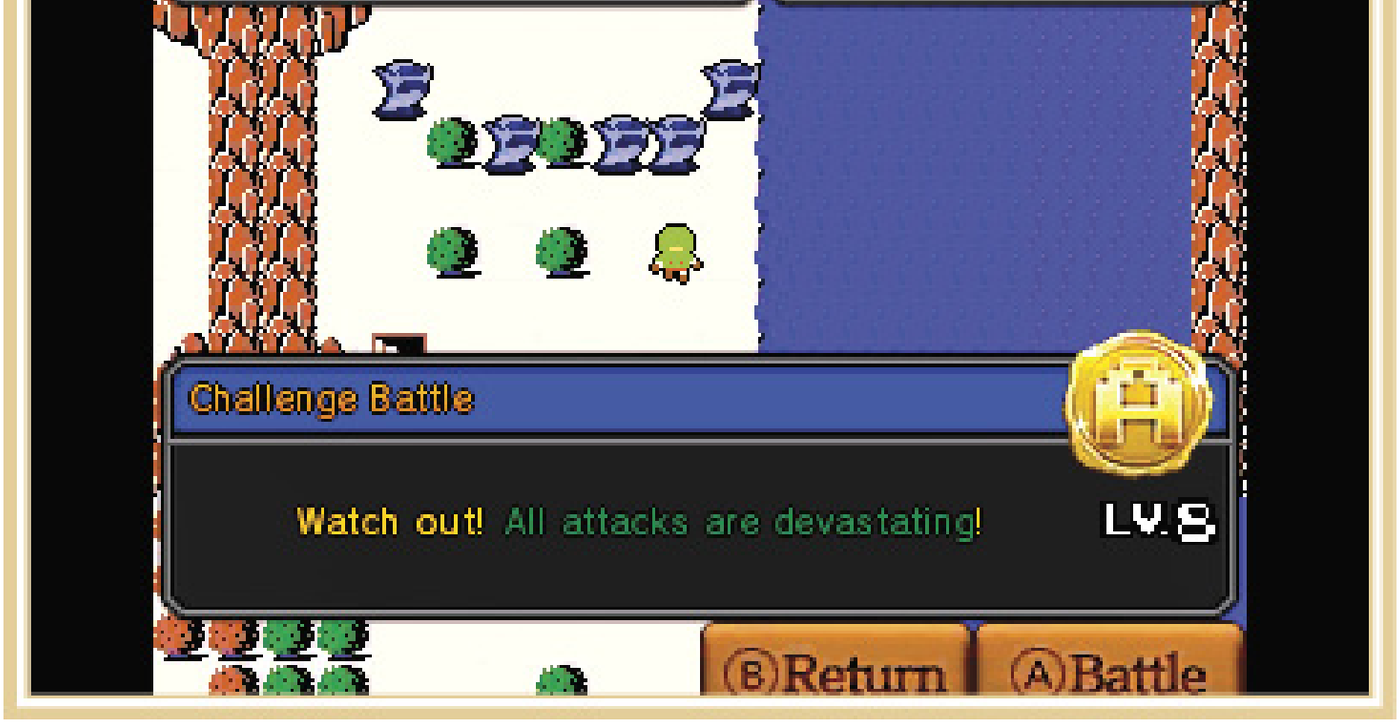
DUNGEON SCENARIOS

While Dungeon Scenarios are technically Adventure Battles, they have enough differences to give them their own description. Just about every one of these Scenarios contains an exclusive Item Card that is needed to progress in Adventure Mode, so completing each Dungeon is absolutely important. All Dungeons end with a Giant Boss fight that can only be accessed after you find a Boss Key somewhere on the battlefield. Longtime fans of the *Legend of Zelda* series will likely feel right at home in these Scenarios.

CHALLENGE BATTLES

Challenge Battles are where Adventure Mode really distinguishes itself from Legend Mode. Challenge Battles usually task you with one simple mission that is anything but simple to complete. Some require you to defeat a certain number of Giant Bosses within a specific amount of time, avoid taking any damage, or even take part in a quiz. These Scenarios tend to be very short, but are often incredibly challenging—some of them are the toughest Scenarios in the game. These Challenge Battles require skill, speed, and cleverness to succeed.





CHALLENGE BATTLE MISSION TYPES

As we mentioned, Challenge Battles generally have a singular mission that you must complete in order to win. These missions range from no-brainers to hair-pullers. Here are all of the Challenge Battle mission types in Adventure Mode.

DEFEAT ALL ENEMIES!

“Defeat all Enemies!” Scenarios are incredibly straightforward. If you’ve done Quiz and “Defeat x enemies in time!” Scenarios, you’re pretty much prepared for what these ones throw at you. Your job is to fight two or more Captains/Warriors/Bosses at the same time, defeat them, and then move on to another Keep to fight a new set of Captains/Warriors/Bosses. Avoid taking too much damage and defeat the enemies swiftly to walk out of these battles with an A-Rank.

DEFEAT ALL GIANT BOSSES IN TIME!

“Defeat all Giant Bosses in time!” Scenarios require you to do just that: defeat all giant bosses on the map within the time limit. These Scenarios almost always consist of two or three of the same Giant Boss attacking different corners of a confined map at once. Select your strongest Warrior and challenge the Giant Bosses one at a time to avoid a chaotic fight. Just try to divide up your time evenly for each of the bosses. If you notice that it’s taking more than half of your time for any monster, quit the Scenario, level up your character, and try again. If that still doesn’t cut it, unlock some of the stronger Weapons in Adventure Mode and return at a later time.

DEFEAT X ENEMIES IN TIME!

This is one of the more straightforward Scenario types in Adventure Mode. Defeat the listed number of enemies in the given amount of time to win. Oftentimes with “Defeat x enemies in time!” stages, defeating Captains or Giant Bosses can cause hordes of small enemies to appear. This can be a benefit in the end. Don’t linger on individual enemies and do your best to ignore enemy Warriors, Captains, and Bosses; they are only there to distract you from your goal. Enemy Warriors and Captains boost the morale of the enemy troops currently in the battlefield. Defeating them will remove the morale boost and also cause a large group of smaller enemies to appear.

FIGHT THROUGH THE ___ QUIZ!

“Quizzes” are Scenarios where you have to answer three questions about a specific *Zelda* title or element in Hyrule Warriors Legends. The questions are always answered by defeating the enemy that matches the description. For example: a question could say, “Defeat the enemy that holds a shield.” Two enemies appear: a Big Poe and a Shield Moblin. Just defeat the enemy holding the shield to successfully answer the question. It’s that easy. Just be careful not to defeat the wrong enemy while fighting the right one and you’ll have no issues with these challenges.

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

“Watch Out!” Scenarios can get pretty hairy if you don’t, well… watch out! Any enemy in these battles—even the basic soldier—can take you down to a quarter heart in a single hit. Basically, you can take two hits before you fail the Scenario. Luckily, these are incredibly straightforward fights, working similarly to the Defeat all enemies! Scenarios. Your goal is to defeat a certain number of Captains in order to complete the Scenario. Your best bet is to stick to ranged weapons and use your Bow and Arrow Item frequently. Attack your way into groups of enemies, instead of running through them, to avoid any wayward strikes from lesser enemies, and don’t linger near enemies for even a moment. One strike is all it takes to get your health down to nothing, so don’t give your enemies the chance! If you do take a hit, try to find a Heart Pot as soon as possible. If you have more than a quarter Heart, you can always take two hits before keeling over. The “Hard Worker” Fairy Rental Skill is a massive boon for these stages, so use it if you have it.

PUT AN END TO THE ENEMY’S DIVISIVE PLAN!

This is a simple Scenario that involves you fighting a single Warrior that creates multiple versions of itself every time it’s defeated. There isn’t much to these Scenarios other than defeating the Warrior and its clone. These are great Scenarios to gather Materials from the Warrior you must face, so keep that in mind going in.

LEARN THE KEY TO A BALANCED ATTACK!

Defeat enemy Warriors and Captains in pairs to complete this mission type. Every Warrior or Captain that appears on the field has a twin or triplet that you must also defeat. Sounds easy, right? Well, there’s a bit more to it than that. You need to defeat these twins and triplets at roughly to same time. To do that, you just need to damage each of the enemies in equal parts. If you hit one enemy Captain or Warrior three times, make sure you hit their counterparts the same amount. If you hit one enemy too many times while ignoring its twin, the healthy twin refills the wounded twin’s health entirely. If you damage them both equally, the pair is too wounded to heal each other, which means you can finish them both off at your leisure.

Repeat this process with each of the groups of enemy Warriors and Captains to win!

TEAM UP AND DEFEAT THE ENEMY FORCES!

At the start of these Scenarios you are tasked with selecting a teammate. You accomplish this by entering the marked Keep where they are housed. The Warrior you didn’t select becomes your enemy for the duration of the Scenario. Your objective is to protect your teammate and defeat the enemy commanders. The enemy commanders can summon more enemies and also call upon Giant Bosses to attack you. Make the commanders your priority. After choosing your teammate, two enemy Warriors appear. Defeating one makes the other one join you. After that, you are tasked with defeating the Warriors that didn’t join you.

DEFEAT X ENEMIES BEFORE THE ROGUE FORCES DO!

Same as “defeat x enemies” missions, but in this one you’re racing against other Warriors to defeat the set number of enemies first. You can knock-out the opposing Warriors to slow them down, but they’ll go back to fighting shortly after you knock them out, so unless you’re really struggling to keep up with your opponents, ignore them and focus on taking out the small enemies. Fairy Magic attacks work wonderfully well on these stages.

WIN THE RUPEE COMPETITION

This is a deceptively challenging mission type. Your goal is to gather more Rupees than your opponents by defeating enemies scattered around the battlefield. The stronger the enemy, the more Rupees you’ll gather upon their defeat. Rupee Captains and Fairy Hunters will appear from time to time, which will give you a nice boost in Rupees; make sure to chase them down above all else to prevent your opponents from claiming them for themselves. Fairy Hunters carry Rupee Fairies, which will temporarily boost your Rupee intake, while Rupee Captains just drop a large amount of Rupees upon their defeat.

As your opponents gather Rupees, they call in reinforcements, making it easier for them to gather their own Rupees while stifling your gathering progress. Ignore the enemy as much as possible except to follow their movements on the map. They always drop everything to defeat Fairy Hunters and Rupee Captains, so if they’re running, you know that one of those two Captains is on the field.

WIN THE KO COMPETITION

Like the “Defeat x enemies before the Rogue Forces do!” levels, this level type has you trying to defeat enemies faster than your opponents, but with a major difference: You’re racing to have more enemies defeated than your opponents at the end of the time limit. These levels get incredibly intense and even the strongest Warrior will struggle to keep up with the Rogue Forces. Always keep a Rogue Forces Captain or Warrior near you. Doing so slows their progress as they focus on defeating you instead of the smaller enemies. Defeating Captains is must during these levels, as they will drop Magic Jars and spawn more small enemies. Use your Focus ability as often as possible, attack furiously, and don’t end it prematurely. Pick up Magic Jars to extend your Focus Gauge and fight, fight, fight!

RACK UP YOUR KO COUNT

This level type is just like the “Win the KO competition,” but without the competition. Things are much tamer in these levels, but you must still go absolutely nuts on all of the enemies if you want to reach an A-Rank. Defeating a Giant Boss spawns more small enemies, and using your Focus Spirit and Fairy Companion helps you rack up KOs as fast as possible. Bring your strongest Warrior and go to town!

GUARD ALLIED KEEPS WITH YOUR LIFE!

There are four keeps in these Scenarios that have next to no health. Your job is to defeat a specific number of Captains on the battlefield while defending these four Keeps. Bringing the “Repair Technician” Fairy Rental Skill with you makes these Scenarios a whole lot easier, so make a point to do so. These battles are some of the most intense in the game and will have you running like you’re on fire to protect Keep after Keep after Keep.

SUB-MISSION TYPES

Here's a list of all of the sub-missions during Adventure Battles and Dungeon Scenarios, as well as a brief strategy on how to deal with them. Refer to this section during your Adventure Battles or Dungeon Scenarios whenever a sub-mission pops up to get the lowdown on how to prevail.

A CUCCO HAS APPEARED ON THE BATTLEFIELD

A Cucco appears on the battlefield after a short while and begins following you around. Avoid attacking this one to the best of your abilities. It starts off as a neutral creature, but will call in a regiment of Cuccos to fight you if you attack it too much. Having to challenge so much perilous poultry makes getting an A-Rank much harder.

A FACTION OF ENEMY FORCES IS ADVANCING

Enemies begin marching their way toward your Commander. The enemy forces will also march toward another objective on the battlefield or toward the Allied Base. You must stop what you're doing and take them out. If they defeat your Commander or take the Allied Base, you will lose the battle.

A RECON SOLDIER HAS ENTERED THE BATTLEFIELD

At some point during the battle a Recon Soldier appears and begins combing the field for your current Playable Warrior. Shortly after reaching your Warrior, the Recon Warrior will summon reinforcements to the battlefield. The reinforcements aren't much of a challenge, so don't worry about the Recon Soldier.

AMBUSH!

Enemy troops appear in Allied keeps across the map. Either swiftly wrap up the mission, or head to each one and clear them out.

AN ESCORT SOLDIER APPEARED ON THE BATTLEFIELD

An Escort Soldier appears somewhere on the battlefield. Its goal is the enemy Commander. If it's able to reach the Commander, it gives the enemy forces a morale boost. Stop it if you don't think you can defeat the Commander before it reaches him or her.

BARRIER SPECIALISTS HAVE APPEARED ON THE BATTLEFIELD

Barrier Specialists appear on separate points of the battlefield and swiftly begin making their way to keeps on the map. If they are allowed to sit in a keep for too long, they capture it and put up an elemental Barrier. Take these enemies down quickly.

CONVINCE ____ TO JOIN YOU

A group of Captains appears on the map. If you reach them, they join your team. Make a point to get to them as swiftly as possible to prevent them from being defeated by the enemy army, or yours. All you need to do is approach it and it will join your side of the conflict.

STOP THE BOMBCHU FROM DESTROYING THE KEEP

A Bombchu appears on the battlefield and begins making its way toward an allied Keep. Destroy it before it can self-destruct, or you'll instantly lose a Keep. If a Bombchu detonates inside the Allied Base, the battle will be lost.

DEFEAT ENEMY FORCES TO INSPIRE YOURS

Defeat enemy troops to give your Allied troops a morale boost. The more enemies you defeat, the more troops you have with boosted morale.

DEFEAT THE FORTIFIER CAPTAINS

Shortly after the Scenario begins, Fortifier Captains enter the battlefield. Take them out immediately or else they fortify any keeps they come across, which makes it a royal pain to capture them.

DEFEAT THE GOLD CUCCO

An enemy Cucco appears on the battlefield almost immediately after the Scenario starts and begins eating everywhere it goes. As it eats, it grows more and more powerful. Make a point to defeat the Gold Cucco as soon as possible to keep it from growing stronger and causing you unnecessary problems.

DEFEAT THE HEALERS

Two Healers enter the battlefield. They roam around the map, healing any of their allies that need it. To prevent this from happening, you must hunt down the Healers and defeat them.

DEFEAT THE HYLIAN GHOST

A Hylian Ghost appears on the battlefield and places a curse on you. This curse can involve one of the following:

- Reduced health
- Reduced Rupees
- Destroyed replenishment items
- Retreat of an allied faction
- Lowered morale for an allied faction

Defeat the Hylian Ghost to break the curse!

DEFEAT THE ITEM TRANSPORTER AND TAKE THE TREASURE.

An Item Transporter enemy Captain appears on the battlefield. These enemies drop Weapons and Materials when defeated. Use the Battlefield Info screen to locate them on the battlefield.

DEFEAT THE MANHANDLA STALKS

Manhandla Stalks appear and begin launching seeds at you or the Allied Base. Don't delay: Look for their location on the Battlefield Info screen and take them out immediately to stop the attack.

DEFEAT THE MESSENGERS BEFORE THEY CALL IN REINFORCEMENTS

Messengers will appear on the field and attempt to make it to a Keep or one of their allied units somewhere on the battlefield. Defeat them before they reach their destination to prevent them from calling in enemy reinforcements.

DEFEAT THE RALLY CAPTAIN

During the battle, a Rally Captain will enter the field. Rally Captains boost the morale of enemy troops, so taking them out swiftly should be high on your priority list.

DEFEAT THE REAL MAGIC THIEF TO GET YOUR MAGIC BACK

Shortly after the battle begins, a Magic Thief begins making its way toward you. If it hits you with a single attack, it steals all of your Magic gauge energy, teleports to another part of the map, and splits into two. You must defeat the real Magic Thief to get your Magic gauge energy back. If you defeat the fake Magic Thief, the real one begins to leave the battlefield, meaning you'll have to race over and defeat it if you want your Magic gauge refilled.

DEFEAT THE SCOUT CAPTAIN BEFORE SCOUT TROOPS CAN BE CALLED

A Scout Captain enters the field while you're working on your mission. If the Scout Captain is left to his own devices, he calls in Scout Troops to aid in the fight. To stop this from happening, race to the Scout Captain and defeat it swiftly.

DEFEAT THE SIEGE CAPTAINS

Siege Captains begin pouring out of enemy keeps. They have the ability to capture your keeps at a remarkable pace. That's why taking them out as they appear on the battlefield should be near the top of your list; the top should be capturing those keeps to stem the flow of Siege Captains.

DEFEAT THE SUMMONER IMMEDIATELY

At some point during the battle, a Summoner enters the battlefield. It has the ability to summon enemy soldiers directly to your location. If you're not struggling to defeat the soldiers it's summoning, don't worry about rushing over to take out the Summoner. In some cases, having the extra enemies appear around you will make getting the A-Rank for that Scenario easier.

DEFEAT THE TWO CUCCOS

Two Cuccos enter the battlefield and begin battling it out. If you want to keep them from hurting your troops and damaging your keeps, head to their location and break up the fight by defeating them. If they are left uninterrupted, the winner takes over whatever keep they were fighting in and begin to create Cucco troops that move out and attack both your forces and enemy troops. This repeats until you defeat them or until they capture three keeps.

DEFEAT THE WANDERING SPIRIT TO STOP THE GRUDGE

A Wandering Spirit enters the battlefield at some point during the battle. It arrives with a grudge on your Playable Warrior, which causes it to constantly summon enemy reinforcements for as long as it's on the field. The longer you let it stay on the battlefield, the more reinforcements it produces. It also calls in other Wandering Spirits as time goes on (up to two others). If its reinforcements aren't bothering you, don't stress about taking it out. When there are a total of three Wandering Spirits, they all begin chasing you down, so you can take them all out then or just ignore them altogether.

DEFEND CUCCO WHILE DEFEATING ENEMIES

A Cucco enters the battlefield shortly after the mission starts. As you defeat enemies, the Cucco summons reinforcements to help aid your fight. Keep the Cucco alive and well and defeat enemies to keep it summoning more reinforcements.

ESCORT CUCCO CHICK TO MAMA CUCCO

Two Cuccos appear on the battlefield: a Mama Cucco and a Cucco Chick. Cucco Chick starts in a random keep; look up its location in the Battlefield Info screen. Approach the Cucco Chick to get it moving. Escort it to its destination by defeating all enemies near it. If you fail to rescue it, the Mama Cucco becomes enraged, attacking everyone everywhere it goes. If you succeed, Mama Cucco begins attacking the enemy forces.

POWERFUL ENEMIES APPEARED FROM THE ENEMY KEEP

Morale-boosted Captains enter the battlefield from enemy keeps around the map. Defeat these guys immediately, then capture the keep they came from to prevent any more Morale-boosted enemies from entering the fight.

PROVIDE SUPPORT FOR THE HYLIAN CAPTAIN

Shortly after completing the first mission, an Allied Hylian Captain appears on the battlefield, behind enemy lines. When his health gets low, he attempts to retreat to the Allied Base and requests your aid in accomplishing that goal. If you fail to bring him back to the Allied Base, he returns as a vengeful spirit, dead set on bringing you to the underworld with him. Race to his aid the second you see the mission pop up; the Hylian Captain will have very low health at this point and can be defeated by enemy forces quickly.

RAMPAGING SOLDIERS HAVE APPEARED

At some point during the battle, some of your Allied troops begin rampaging, which basically means they turn on you and your team. If

you find a Negotiator in one of the keeps that's flashing with a white border, he returns the rampaging soldiers back to the Allied side. All you need to do is walk into each of the keeps that are flashing, then move on. If the Negotiator is in a keep, he appears immediately after you enter, so don't linger for too long. But don't worry about this sub-mission too much. The rampaging soldiers are easily defeated and the rewards for having them return to your side is minimal. Just stay focused on the other events on the map instead of worrying about this one.

STOP THE ____'S ASSAULT

Captains appear on the map and immediately charge toward to the Allied Base. Don't worry about them unless the Allied Base or your teammates are in trouble. Focus on your other objectives until things calm down, then chase them down.

THE CAPTAINS ARE BOOSTING EACH OTHER'S STRENGTH

Two enemy Captains appear on the battlefield at the same time and begin hunting after your Playable Warrior. The longer both of them are alive at the same time, the stronger they both become. Take at least one of them out to stop them from increasing their strength and from hunting you down.

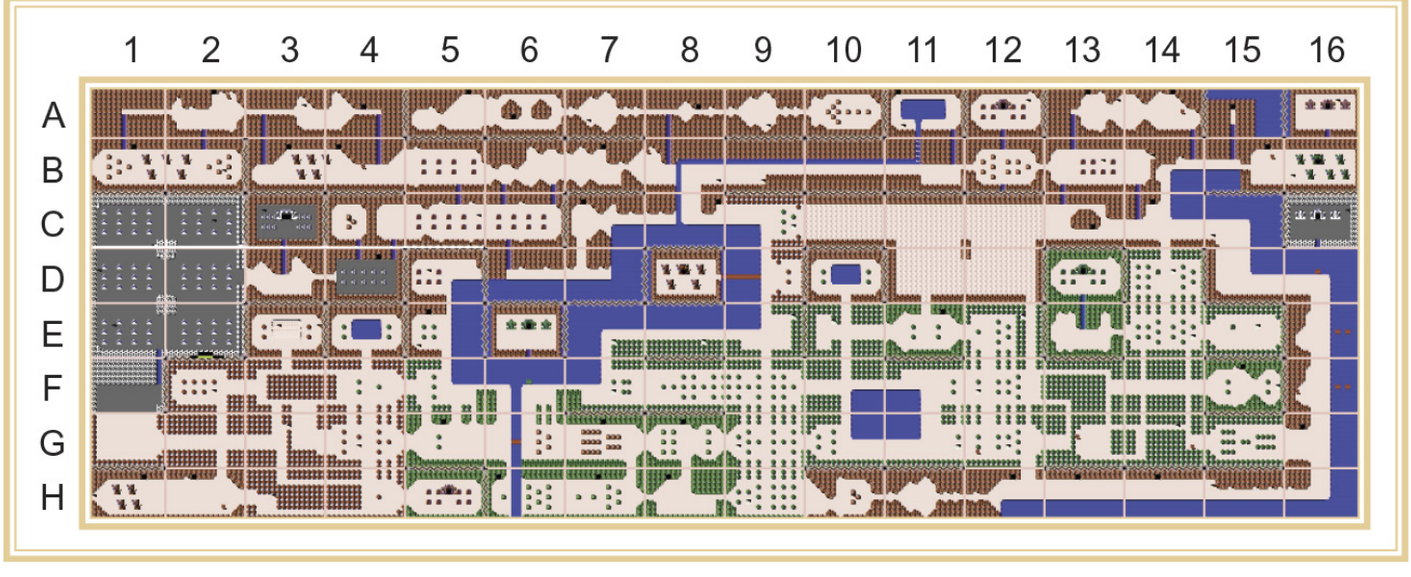
THE ENEMY IS TRYING TO PERSUADE ALLIED UNITS

Recruiters appear on different sides of the battlefield and attempt to turn your troops against you. They do this by defeating the enemy Captain that an allied Captain is fighting against. When you see something like "Attack Specialist's plight convinced Recruiter to advance toward Big Poe," that's your call to action. You must defeat the targeted Captain (in the example we've given, it would be the Big Poe) or defeat the Recruiter to keep your allies from turning against you.

WATCH FOR THE ITEM THIEF'S APPROACH

An enemy Captain known as Item Thief enters the battlefield and makes its way directly toward you. If it reaches you and manages to land an attack you, it steals one of your Items and Sub-Weapons and disappears. It eventually reappears on the map, which gives you the chance to get back what was stolen from you. Defeat the Item Thief to reacquire your stolen goods.

ADVENTURE MAP



Longtime fans of the Legend of Zelda will recognize this map; it's the map of the original NES/Famicom game, complete with every secret found in that game—and some new ones. While you may be feeling ready to dive into Adventure Mode, there are a few more things to note about this mode and its map.

The map is broken into six different colored sections: green, yellow, purple, orange, blue, and red. Each of these sections represents a sort of degree of difficulty. Green Scenarios are the easiest (next to the Scenarios that are unlocked at the start of Adventure Mode) while red Scenarios are the hardest.

We've labeled the world map with a combination of letters and numbers to help you identify what Scenarios we're referring to. The letters label each of the rows (going top to bottom, A is the top row, B is the row below that, and so on) and numbers label the columns left to right. When you see A-1 in the strategy section below, it refers to the top left corner of the map, but if you see H-16, it refers to the bottom right corner.

This labeling system can also be used to gauge the general difficulty of a Scenario. The higher up you go vertically on the world map, the harder the stages tend to become, so rows A and B hold the hardest stages, while H and G tend to be easier. Though, this rule is not absolute: the highest and lowest numbered Scenarios also tend to be a bit difficult—not as difficult as the A and B Scenarios, but the closer you venture toward squares labeled with a 1 or 16, the more dangerous they are likely to be. Keep this in mind while traversing the world map.

NOTE

All of the levels will unlock just by completing the levels adjacent to them with a few exceptions. If you see a zigzagging line along the sides of a square on the map, it means that you cannot unlock that level by completing the level adjacent the zigzagging line. The other exception is that the orange squares will only unlock after completing the "Sealed Ambition" Scenario in Legend Mode.

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Adventure Mode
A-1

DEFEAT 1,000 ENEMIES IN TIME!

Unlockables
Agitha – Heart Container (Victory Reward)

Search Item
None

A-Rank	
TIME – 7 or less minutes	DAMAGE – 10,000 damage or less

MISSION BRIEFING

This one gets chaotic really quickly—by the end you'll have four of The Imprisoned on the battlefield at once. Your best bet is to use Link with the Master Sword. If you're at full health and you use his Regular-Regular-Combo attack, he'll shoot out three beams instead of one. This makes it really ease to sweep an area and move on. Lingering in one place for too long is not really an option during this fight.

Be quick, be thorough, and avoid The Imprisoned and you'll make it through this one.

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Hyrule Warriors Legends

Adventure Mode
A-2

MISSING ENEMIES

You must use a Harp on the butterflies on the Search screen to make the enemies appear in this Scenario.

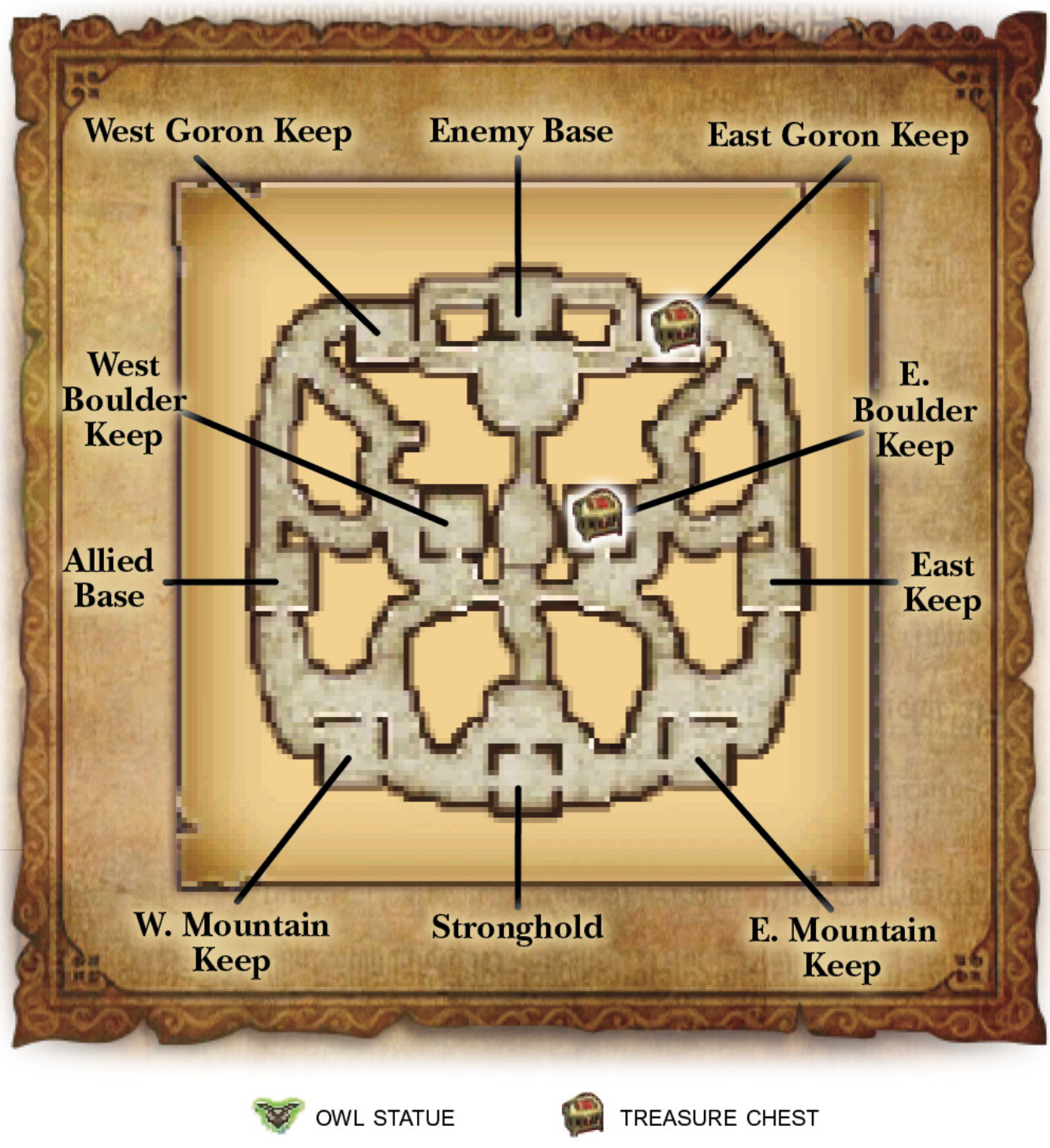
ADVENTURE BATTLE: DEFEND THE ALLIED KEEPS!

Unlockables
Zelda – Heart Container (Treasure)
Zelda – Piece of Heart (Treasure)

Search Item
Bomb: Zelda's Dominion Rod (A-Rank)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

DEATH MOUNTAIN



Victory Conditions	Defeat Conditions
Defeat Ganondorf	If Fi flees or Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder. You'll then be tasked with recapturing that Keep.

The enemy forces will use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be top priority.

Start with the Bombchu that's right by your starting position, just north of the Stronghold Keep. After defeating that Bombchu, head west through the Allied Base, then head east to the W. Boulder Keep. The second Bombchu's destination is that Keep, so intercept it on its way there, or destroy it while it's in the Keep. The final Bombchu has a long path leading from the West Goron Keep to the Allied Base, so you shouldn't have any trouble destroying that one.

After destroying the Bombchus, begin sweeping the map for any Captains that are trying to capture your Keeps.

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Adventure Mode
A-3

ADVENTURE BATTLE: FIGHT AS A WARRIOR OF DARKNESS!

Unlockables	
Skull Kid – Piece of Heart (Treasure)	
1,000 KO Gold Skulltula	Second Gold Skulltula

Search Item
Digging Mitts: Ruto – Heart Container

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

TEMPLE OF THE SACRED SWORD

Victory Conditions	Defeat Conditions
Defeat Sheik	If Cia flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

Before you even start with this mission, race to Cia's side and defeat any Captains around her. Impa will eventually come out and attack Cia directly, which is a fight Cia won't win, so try not to leave until after Impa has been beaten.

Once you've secured your ally's safety, head to the Captain that is near the Allied Base. Several waves of Captains will come after the Allied Base, so make sure you're paying close attention to it or you'll lose it without realizing what happened.

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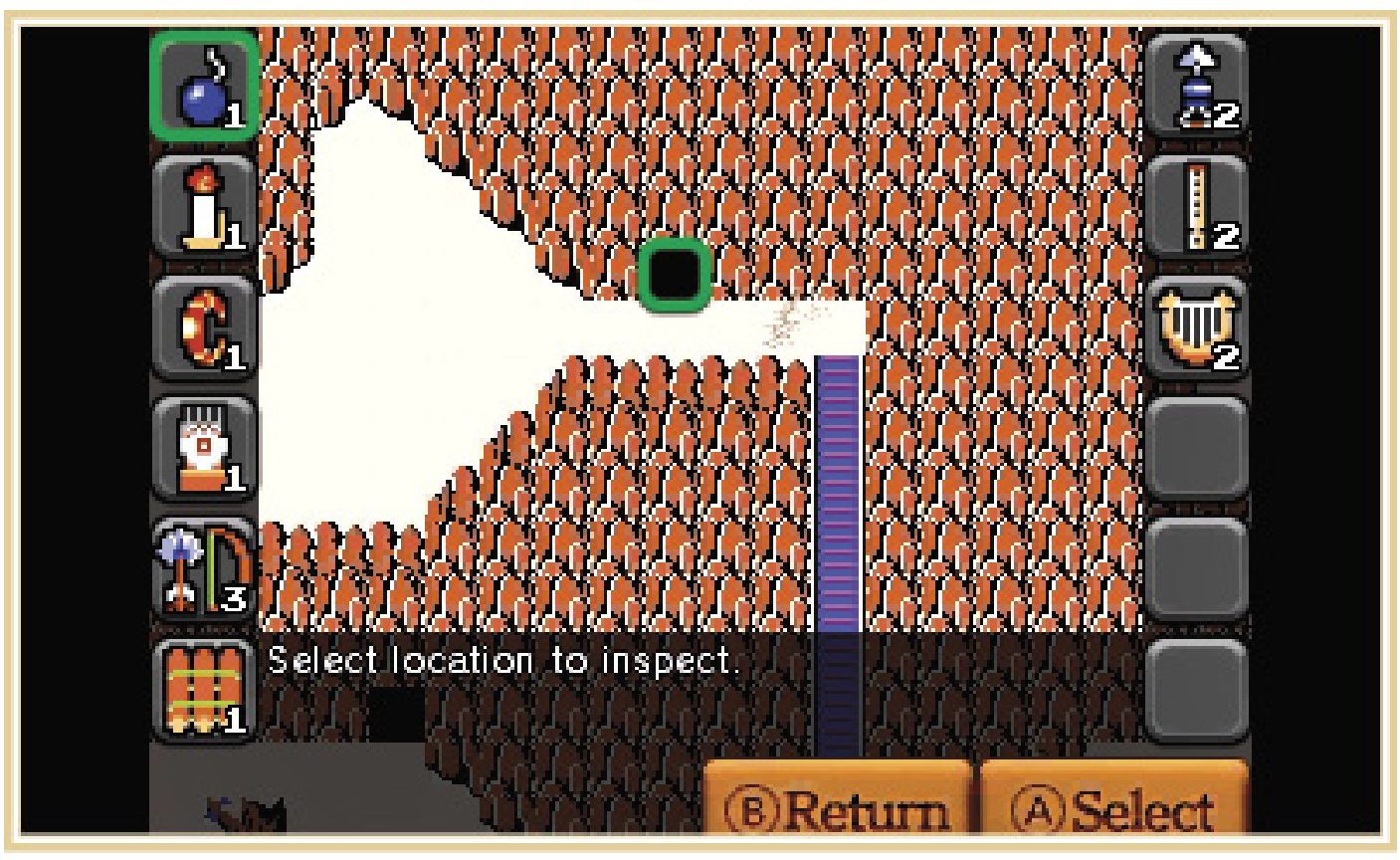
Hyrule Warriors Legends

Adventure Mode
A-4

ADVENTURE BATTLE: FIGHT THE CHOSEN ONES!

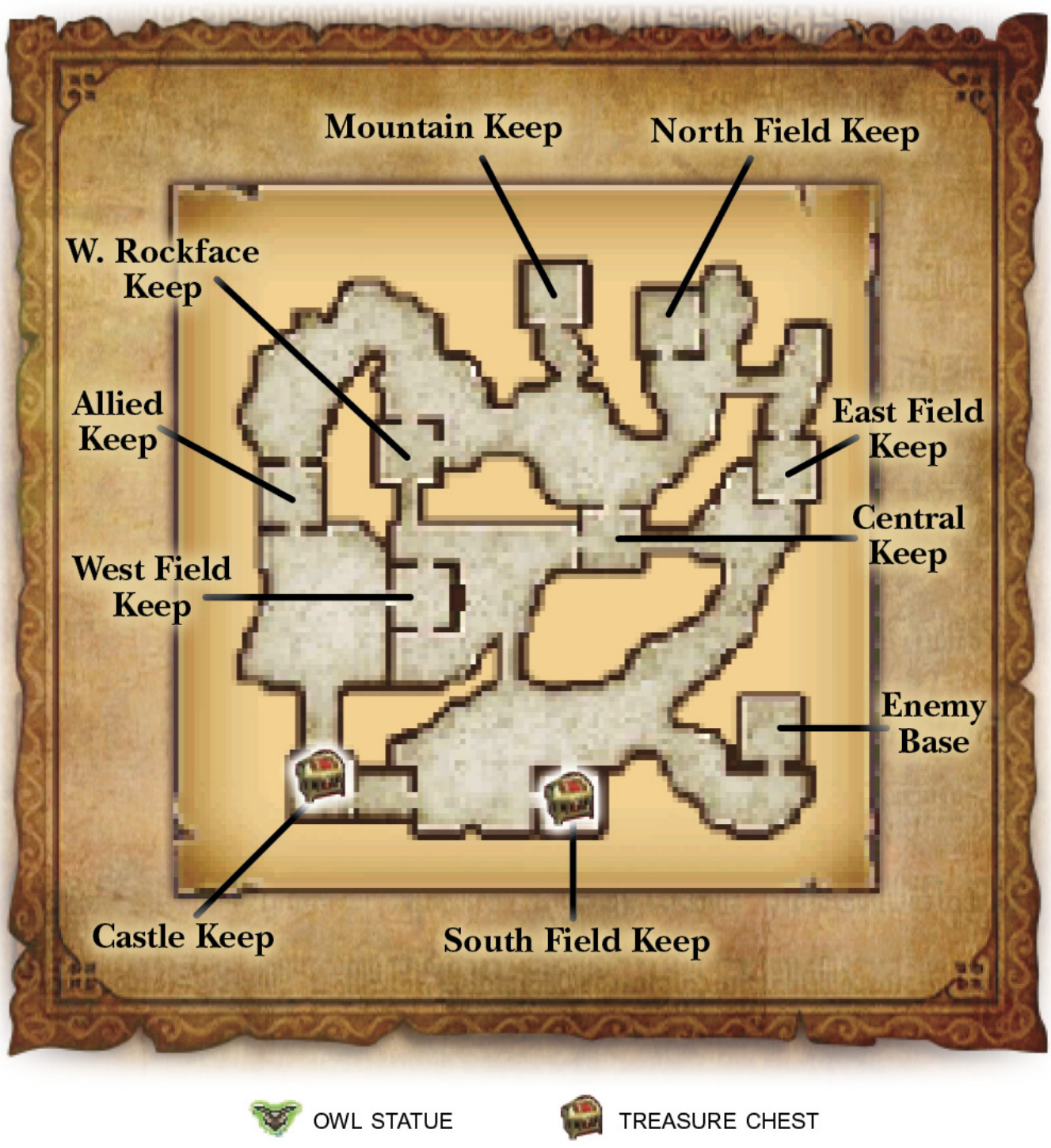
Unlockables
Agitha – Piece of Heart (Treasure)
Fairy Clothing: Headwear (Treasure)

Search Item
Bombs: Agitha – Heart Container (A-Rank)



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

GANON'S TOWER



Victory Conditions	Defeat Conditions
Defeat Link	If Cia flees or Allied Base falls

MISSION BRIEFING

This is a very straightforward battle, but still an incredibly difficult one. The challenge comes from Agitha being on the weaker side of the Warrior spectrum. Her Regular Attacks aren't very powerful and they have a very limited range. To remedy this, you must try to add as many "Strength" Weapon Skills to your strongest weapon to make her Combo Attacks as strong as possible. Our suggestion is that you don't even try this fight until you have her second Parasol unlocked. This is a challenging one, but you can do it!

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

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Adventure Mode
A-5

FIGHT THROUGH THE TRIFORCE QUIZ!

Unlockables
Bombs
Linkle – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 15 minutes or less	DAMAGE – 10,000 damage or less

DEFEAT THE OWNER OF THE TRIFORCE OF POWER

The correct answer is Ganondorf.

DEFEAT THE OWNER OF THE TRIFORCE OF WISDOM

The correct answer is Zelda.

DEFEAT THE OWNER OF THE TRIFORCE OF COURAGE

The correct answer is Link.

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Hyrule Warriors Legends

Adventure Mode
A-6

MISSING ENEMIES

You must use a Bomb on the location shown on the screenshot below to make the enemies appear.

UNLOCK THE GREAT SEA MAP

This is the final stage of the Adventure Map. Completing this will unlock the Great Sea Map.

DUNGEON 9: DEFEAT THE DEMON KING!

LIMITED WARRIOR: LINK
Unlockables
Link – Piece of Heart (Treasure)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

GANON'S TOWER

Victory Conditions	Defeat Conditions
Defeat Cia	If Zelda flees or Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder. You'll then be tasked with recapturing that Keep.

The enemy forces will use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be top priority.

Ignore the Bombchu in the north and attack the southern Bombchu near your starting location while keeping an eye on the eastern one. The eastern Bombchu will reach its destination (the Central Keep) before the other two will, but the southern Bombchu is right near your starting location, so taking it out first should be your priority.

Destroy the eastern Bombchu, then the northern one. Now, focus on clearing your Keeps of Captains that have undoubtedly invaded them. Don't linger in one spot for too long and focus on Keeps that have a lot of enemy Captains in them, instead of trying to protect your Keeps with only one or two enemy Captains.

Once you've defeated the Bombchus, the mission will be complete. Now, focus on protecting your Keeps before you challenge Cia. Your troops will start this Scenario with lowered morale, so they won't be able to put up much of a fight against Cia's army. For every 100 KOs you get, your troops will receive a small boost in morale. Defeat as many enemy soldiers as you can, as fast as you can to get your soldiers' morale to a point where they can protect themselves.

DEFEAT THE ENEMY COMMANDER

You can find Cia in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the North Field Keep first, however.

DEFEAT GANON TO WIN

As soon as you take out Cia, Ganon will enter the fray. Pay attention to his attacks: He emulates every Giant Boss except for The Imprisoned, and you must hit him with item that the Giant Boss he's emulating is weak to. As a refresher, if he holds out his right hand and begins charging a fireball, race in and throw Bombs at his hand. If he lifts his left hand and begins charging a blue energy ball, dodge out of the way of the attack and shoot his hand with the Bow. If his shoulder spikes open up and begin firing small spikes, hit them with the Boomerang as soon as they are finished firing. If he flies into the air, pull him down with the Hookshot.

Once you've destroyed each of his parts, he'll begin performing attacks that make the gem on his head glow. When you see it glow, shoot him with your Bow to make him reveal his Weak Point Mark. Perform a handful of Smashes and you'll defeat him. Defeating Ganon means you have successfully beaten the Adventure Map. Congratulations! You've now unlocked the Great Sea Map!

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Hyrule Warriors Legends

Adventure Mode
A-7

ADVENTURE BATTLE: GO ALONE – DESPITE THE DANGER!

Unlockables
Link – Heart Container (Treasure)

Search Item
Digging Mitts: Link's Costume – Goron Tunic

A-Rank	
KOs – 1,200 enemies or less	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

SEALED GROUNDS

Victory Conditions	Defeat Conditions
Defeat Wizzro	If Zelda flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

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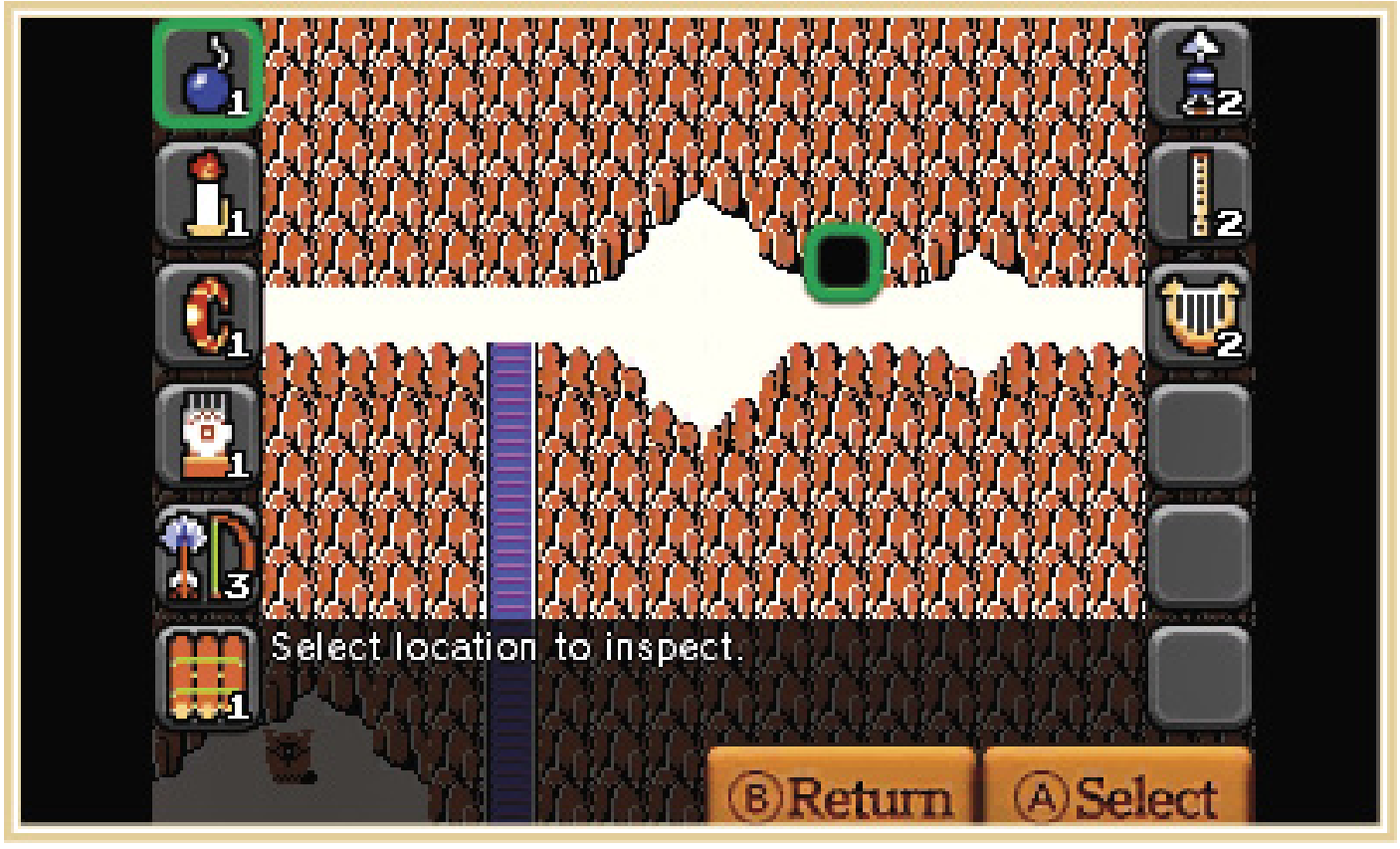
Hyrule Warriors Legends

Adventure Mode
A-8

ADVENTURE BATTLE: PREVENT THE SORCERESS'S SCHEME!

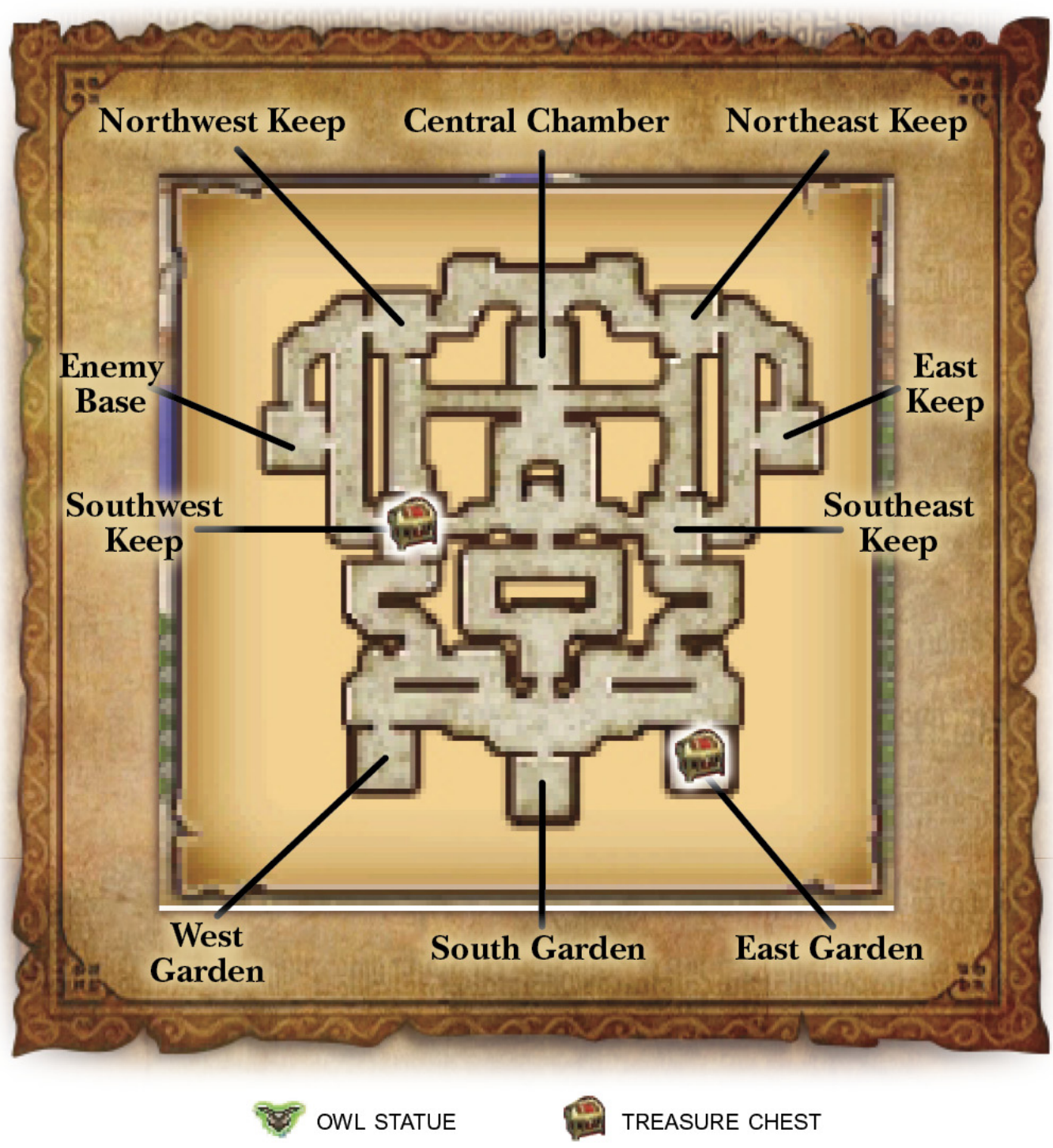
Unlockables
Linkle – Piece of Heart (Treasure)

Search Item
Bombs: Linkle – Heart Container



A-Rank	
KOs – 1,200 enemies or less	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

TEMPLE OF SOULS



Victory Conditions	Defeat Conditions
Defeat Wizzro	If Ganondorf or Volga flees

SAVE THE STRANDED ALLIED FORCES!

One of your allies is stuck on the west side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

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Hyrule Warriors Legends

Adventure Mode
A-9

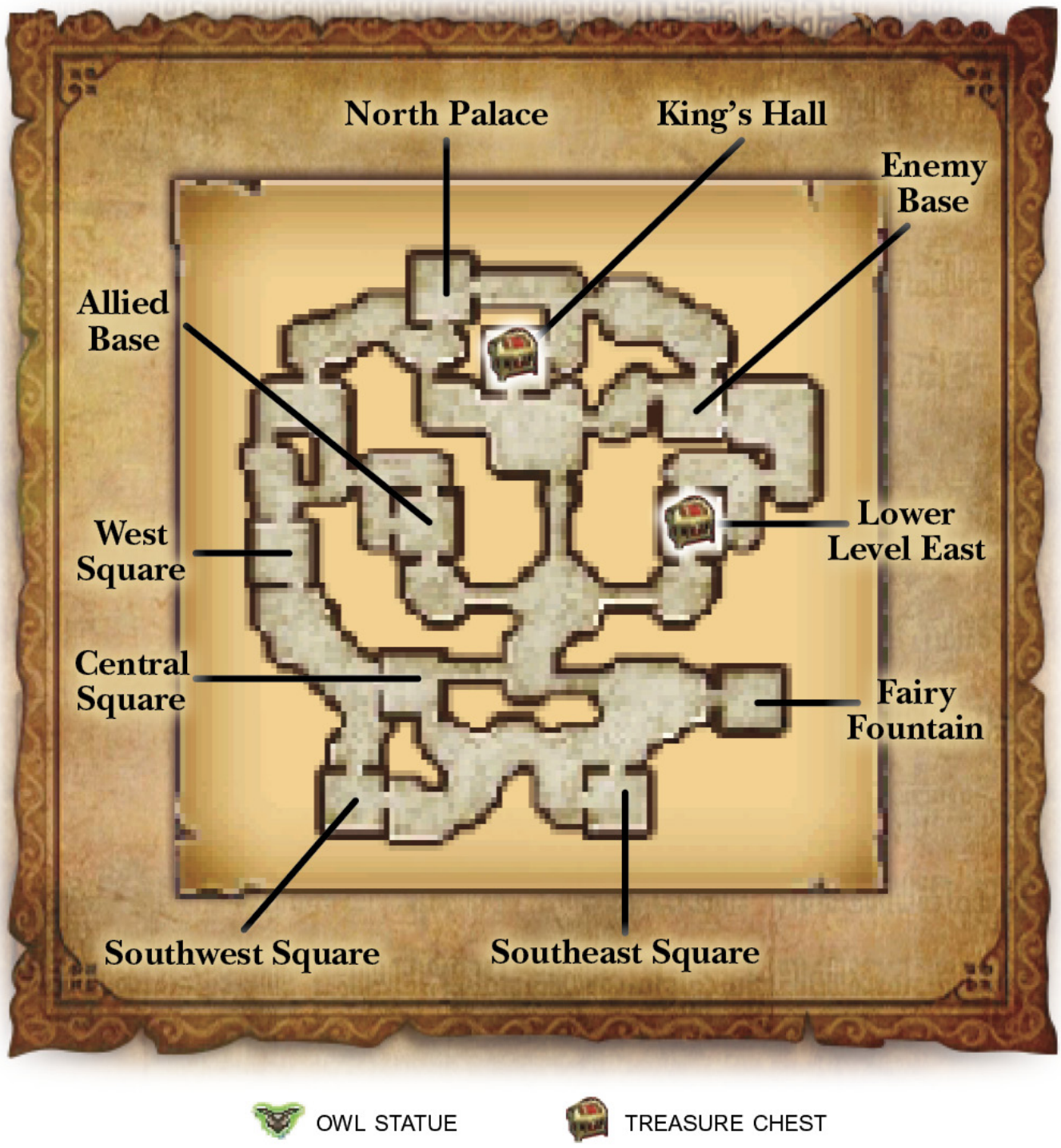
ADVENTURE BATTLE: WEATHER THE STORM OF ENEMY FORCES!

Unlockables
Lana – Heart Container (Treasure)
Lana – Piece of Heart (Treasure)

Search Item
Ice Arrow: Lana's Gate of Time (A-Rank)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

PALACE OF TWILIGHT



Victory Conditions	Defeat Conditions
Defeat Cia	If Agitha flees or the Allied Base falls

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Adventure Mode
A-10

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Compass
Fi – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

DEFEAT 30 ENEMY CAPTAINS!

The Captains you'll face in this Scenario are Goron Captains. If you select Link and use his Regular-Regular-Combo attack, this Scenario shouldn't be an issue at all. Goron Captains have no projectiles to speak of, so defeating them should be a breeze. Be careful around Goron artillery (the Gorons with stones in their hands); if you don't take damage from one of their projectiles, you'll complete this battle with ease.

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Hyrule Warriors Legends

Adventure Mode
A-11

ADVENTURE BATTLE: DEFEND THE ALLIED KEEPS!

Unlockables
Fairy Clothes: Top (Treasure)

Search Item
Digging Mitts: Lana – Heart Container (A-Rank)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

SEALED GROUNDS

Victory Conditions	Defeat Conditions
Defeat Wizzro	If Cia flees or the Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder; you'll then be tasked with recapturing that Keep.

The enemy forces will use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be top priority.

Ignore the Bombchu in the southeast and attack the northwestern Bombchu near your starting location while keeping an eye on the northeastern one. The northwestern Bombchu will reach its destination (the West Keep) before the other two will. It's very close to your starting location, so taking it out, then racing to the northeastern Bombchu should be first on your to-do list.

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Hyrule Warriors Legends

Adventure Mode
A-12

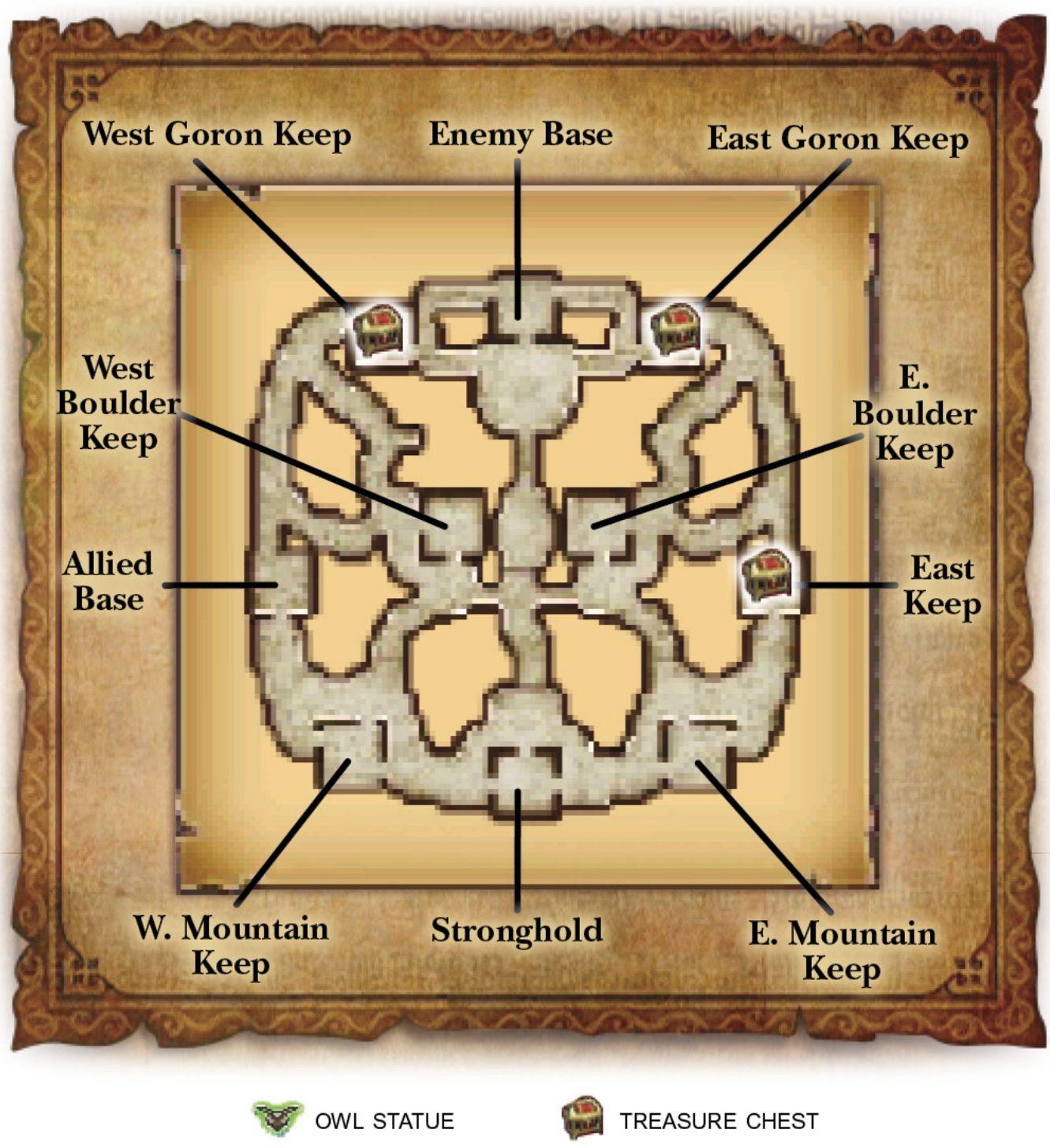
ADVENTURE BATTLE: DEFEAT THE MOUNTAIN BEAST!

Unlockables
Recorder
Skull Kid – Heart Container (Treasure)
Skull Kid – Piece of Heart (Treasure)
1,000 KO Gold Skulltula
Second Gold Skulltula
Tingle (Battle Victory)

Search Item
Ice Arrow: Darunia – Heart Container (A-Rank)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEATH MOUNTAIN



Victory Conditions	Defeat Conditions
Defeat Sheik	If Fi flees or the Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

A Cucco will appear on the battlefield almost immediately after the Scenario starts and begin following you around. Avoid attacking this one to the best of your abilities. It's not friendly and it will call in a regiment of Cuccos to fight you. Having to challenge so much perilous poultry will make getting an A-Rank much harder.

DEFEAT THE ENEMY COMMANDER

You can find Sheik in the Enemy Base Keep, but you must grab the Boss Key from the East Goron Keep before the Enemy Base will open for you.

DEFEAT KING DODONGO TO WIN

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss and Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out and win the battle.

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Hyrule Warriors Legends

Adventure Mode
A-13

DEFEAT ALL ENEMIES!
Unlockables
Harp

Search Item
Ice Arrow: Ganondorf – Heart Container (A-Rank)

A-Rank
TIME – 7 minutes or less
DAMAGE – 10,000 damage or less

MISSION BRIEFING

Before you even enter a marked Keep, check around the area to find tufts of grass. Cut the grass to find Magic Jars, Hearts, and Triforce Pieces so that you can go into each Keep with as much of an advantage as you can give yourself.

THREE OF THE IMPRISONED

You're tasked with fighting three of The Imprisoned—two miniature ones and a normal one—while inside a Keep. This is one of the toughest fights in the game. Focus on the two smaller versions of The Imprisoned first. The little guys can spit dark energy at you from across the room and they're incredibly accurate. They can also create shock waves while standing still and wiggling their toes, so run a good distance away from them if you see them lower their heads for an extended amount of time. They'll frequently interrupt your attempts at lowering the larger Giant Boss's Weak Point Mark with their attacks.

All of that being said, there is one attack you absolutely much watch for from the larger of The Imprisoned. If you see red electricity cover the ground, run as quickly as you can to the side of the room opposite of the larger of The Imprisoned. After a 10 or so seconds, The Imprisoned will do a devastating electric attack to you if you're standing in its electric circle. It can be tough to find a safe spot to hide from this attack inside this Keep, but if you aim for any point that is farthest from The Imprisoned, you should be able to find a spot that the electricity doesn't reach.

Use you Special Attack on the smaller versions of The Imprisoned every time you fill up a bar of your Special Attack Meter. Once you've defeated the two smaller Giant Bosses, attack the larger of The Imprisoned the same as you would in a normal fight with it: by attacking its toes. Whenever you fill up a bar of your Special Attack Meter, run directly behind its feet and use your Special Attack. We found that the Special Attack has a better chance of destroying all of The Imprisoned's toes at once if you're standing directly behind its feet.

TWO SHIELD MOBLINS AND TWO DINOLFOS

A far cry from the difficulty of the last fight, but still challenging nonetheless. Focus on the Dinolfos first, they are easier to defeat and are faster than the Shield Moblins, so you can have them chase you to separate them from the other Captains in the Keep. Pick off each Captain one by one, and dash away from the Captains whenever they group together.

RUTO, LANA, AND FIERY AERALFOS

This is more of a patience fight. As soon as the combatants appear in the Keep, hold your guard up and start circling them. The goal is to focus on one of the Warriors and bait them into revealing their Weak Point Mark. None of the enemies here are particularly fast, so you can slowly circle them with ease. Wait for your Warrior of choice to reveal the Weak Point Mark, Smash them, then repeat until all three enemies are defeated. Just be careful about holding $ whenever you dash to reach a Warrior's Weak Point Mark. Holding $ will cause you to run and you can't guard while you're running.

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HYRULE WARRIORS LEGENDS

Adventure Mode
A-14

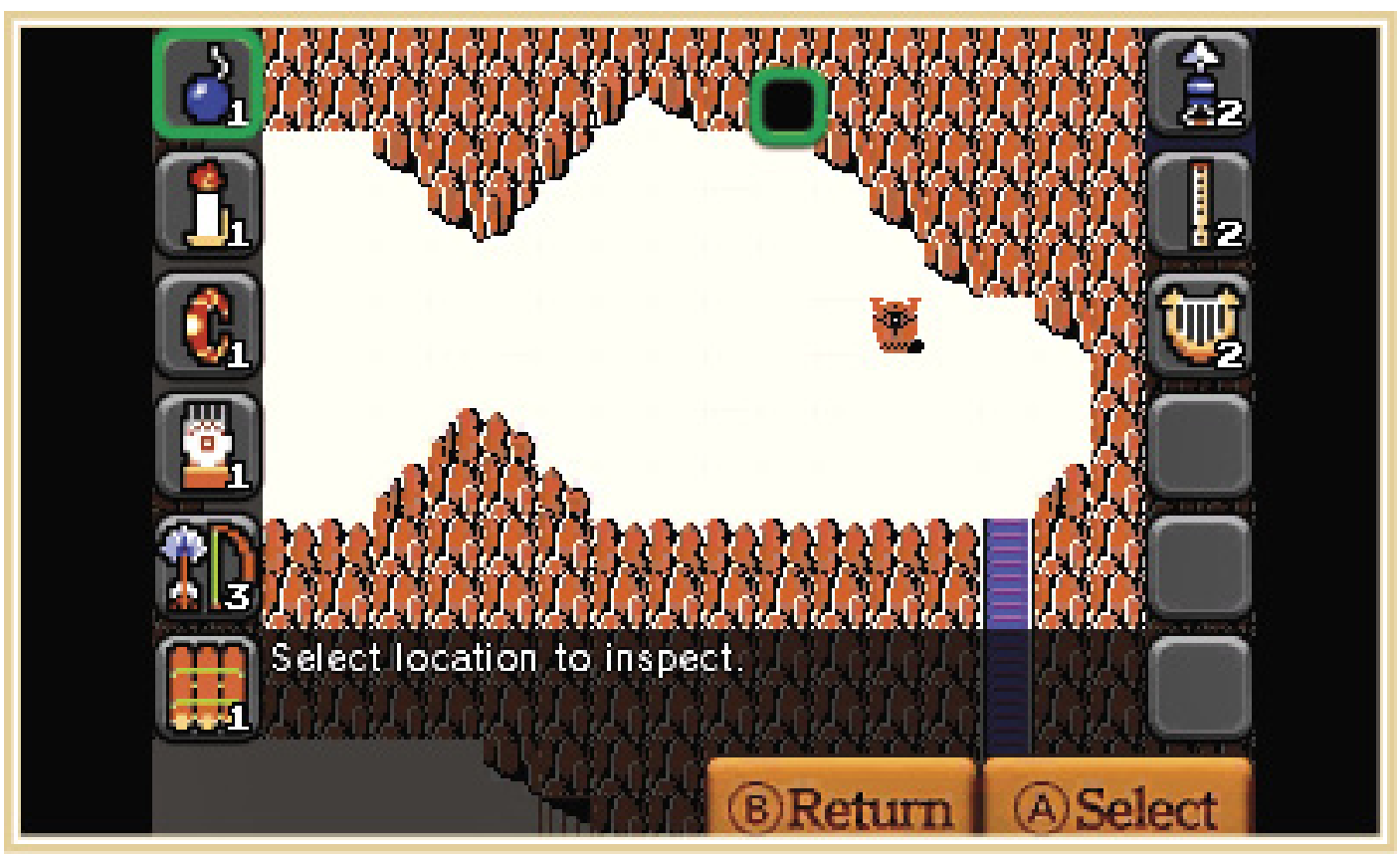
MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

ADVENTURE BATTLE: FIGHT THE CHOSEN ONES!

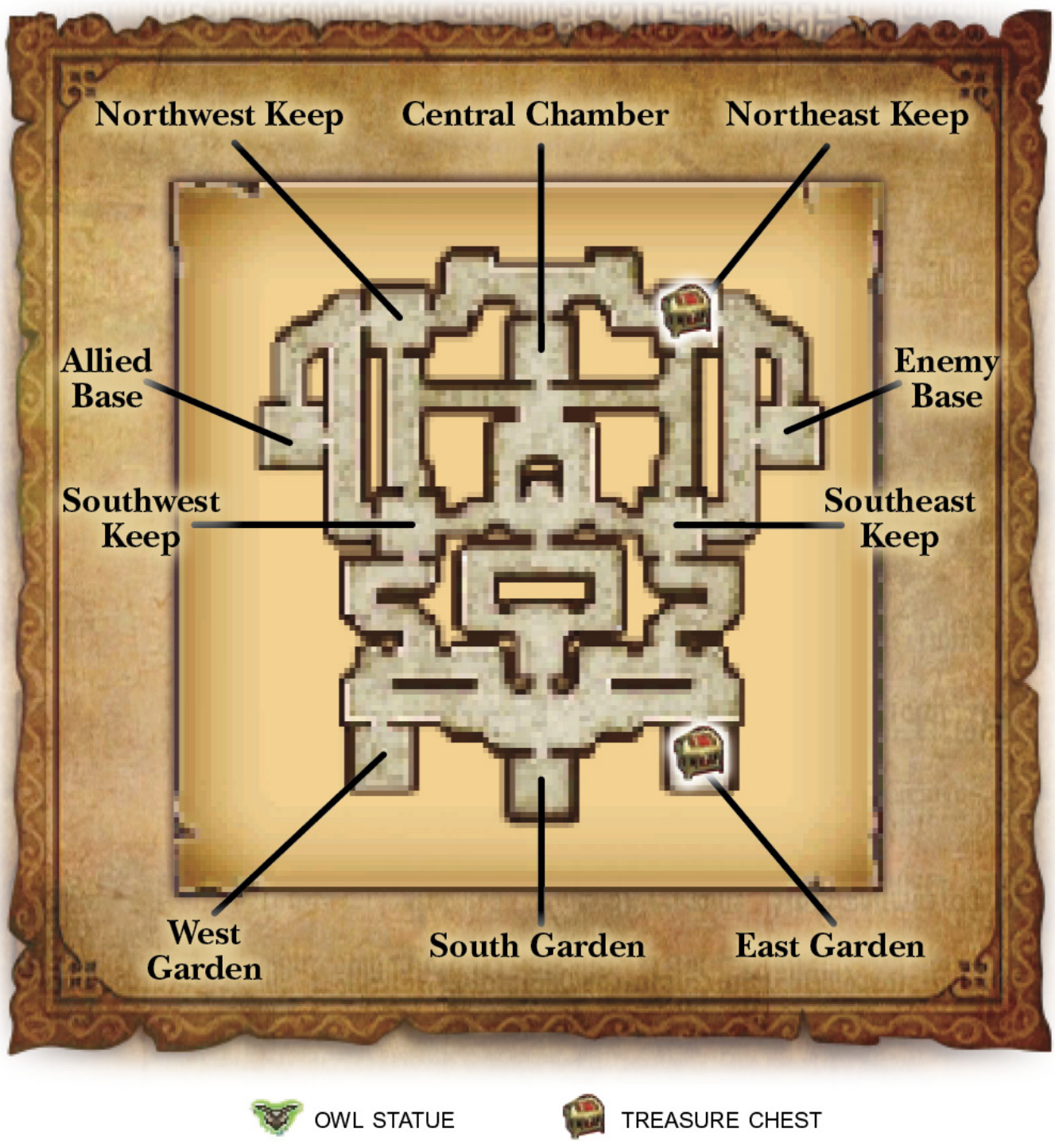
Unlockables
Darunia – Piece of Heart (Treasure)
Fairy
Fairy Food: Plant

Search Item
Bombs: Darunia – Heart Container (A-Rank)



A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

TEMPLE OF SOULS



Victory Conditions	Defeat Conditions
Defeat Link	If Midna flees or Allied Base falls

MISSION BRIEFING

Darunia is not a fast-moving Warrior by any stretch, but luckily this Scenario plays out at a pace perfect for him. You will have to run back and forth across the battlefield during this fight, but not as frantically as you most likely have in many other battles. This is a battle of strategy and tactics, not speed. Select your objectives carefully and, above all, protect the Allied Base and you'll win this battle for certain.

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

To complete this mission, you must first capture the Northeast, Central Chamber, West Garden, and East Garden Keeps. The Keeps will constantly create Captains with boosted morale, so capturing these Keeps as quickly as possible is definitely what you want to do.

After you capture your first marked Keep, all of the remaining marked Keeps will create a Shield Moblin and send it toward the Allied Base. You can largely ignore them until they reach one of your Keeps; the Shield Moblins are not particularly fast, so you can pace yourself and focus on other matters until you see one of the Keeps near the Allied Base being invaded.

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Adventure Mode
A-15

FIGHT THROUGH THE LEGENDARY WARRIOR QUIZ!

Unlockables
Digging Mitts
Zant – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 15 minutes or less	DAMAGE – 4,000 damage or less

DEFEAT THE SAGE OF WATER

The correct answer is Ruto.

DEFEAT THE INSECT PRINCESS

The correct answer is Agitha.

DEFEAT THE HORSE RIDER

The correct answer is Ganondorf.

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Hyrule Warriors Legends

Adventure Mode
A-16

You must use a Hookshot on the strange tile in the Search Screen of B-16 to reach this level.

ADVENTURE BATTLE: TAKE ON THE SWORD MASTERS!

Unlockables
Zelda – Heart Container (Treasure)
Link – Piece of Heart (Treasure)
Fairy Clothing: Headwear

Search Item
Digging Mitts: Twili Midna (Victory Reward)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

GERUDO DESERT

OWL STATUE TREASURE CHEST

Victory Conditions	Defeat Conditions
Defeat Link	If Sheik flees or Allied Base falls

MISSION BRIEFING

This is an incredibly straightforward battle. Just take on the missions as you would in any other Scenario and make sure to watch your DAMAGE—these enemies pack a punch.

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

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Hyrule Warriors Legends

Adventure Mode
B-1

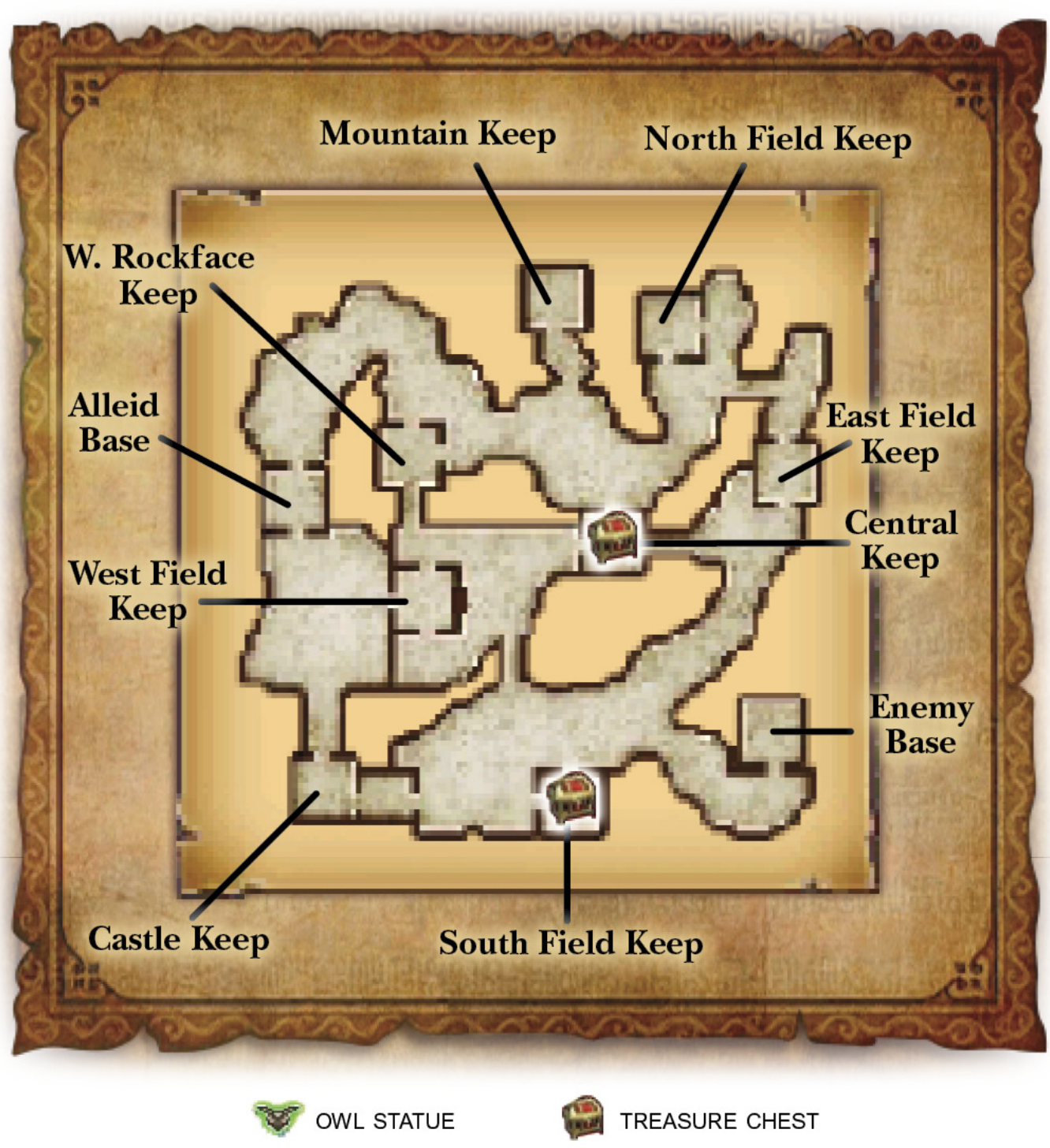
ADVENTURE BATTLE: STOP THE HEALERS FROM, WELL, HEALING!

Unlockables
Fairy Food: Plant

Search Item
Bombs: Young Link (Victory Reward)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

GANON'S TOWER



Victory Conditions	Defeat Conditions
Defeat Cia	If Zelda flees or Allied Base falls

MISSION BRIEFING

This is one of the hardest Scenarios in which to get an A-Rank. The Great Fairy is very capable of mopping up Keeps in no time flat, but her speed and lack of attack power makes her hard to use against enemy Captains and Warriors. You'll have to be selective with your Special Attack usage and rely on her Combo Attacks—specifically Regular-Regular-Regular-Combo and Regular-Regular-Regular-Regular-Combo—to quickly clear Keeps and defeat stronger enemies. Make sure you take a trip to the Smithy and power up the Great Fairy's Combo Attacks with Strength Weapon Skills if possible. Hang in there! You've got this!

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

In order to complete this mission, you must first capture the Castle, North Field, South Field, and Mountain Keeps.

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Adventure Mode
B-2

FIGHT THROUGH THE ROYALTY QUIZ!

Unlockables
Ice Arrow

Search Item
Digging Mitts: Young Link – Heart Container (A-Rank)

A-Rank
TIME – 5 minutes or less
DAMAGE – 10,000 damage or less

DEFEAT THE KING OF TWILIGHT

The correct answer is Zant.

DEFEAT THE SERVANT OF THE ROYAL FAMILY

The correct answer is Impa.

DEFEAT THE ROYAL COMMANDER

The correct answer is Zelda.

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Hyrule Warriors Legends

Adventure Mode
B-3

ADVENTURE BATTLE: BE LIKE A MAGICIAN AND MAKE YOUR FOES DISAPPEAR!

Unlockables
Zant – Piece of Heart (Treasure)
FFairy Clothing: Bottoms (Treasure)

Search Item
Bombs: Zant – Heart Container (A-Rank)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

DEATH MOUNTAIN

Victory Conditions	Defeat Conditions
Defeat Ghirahim	If Ganondorf flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

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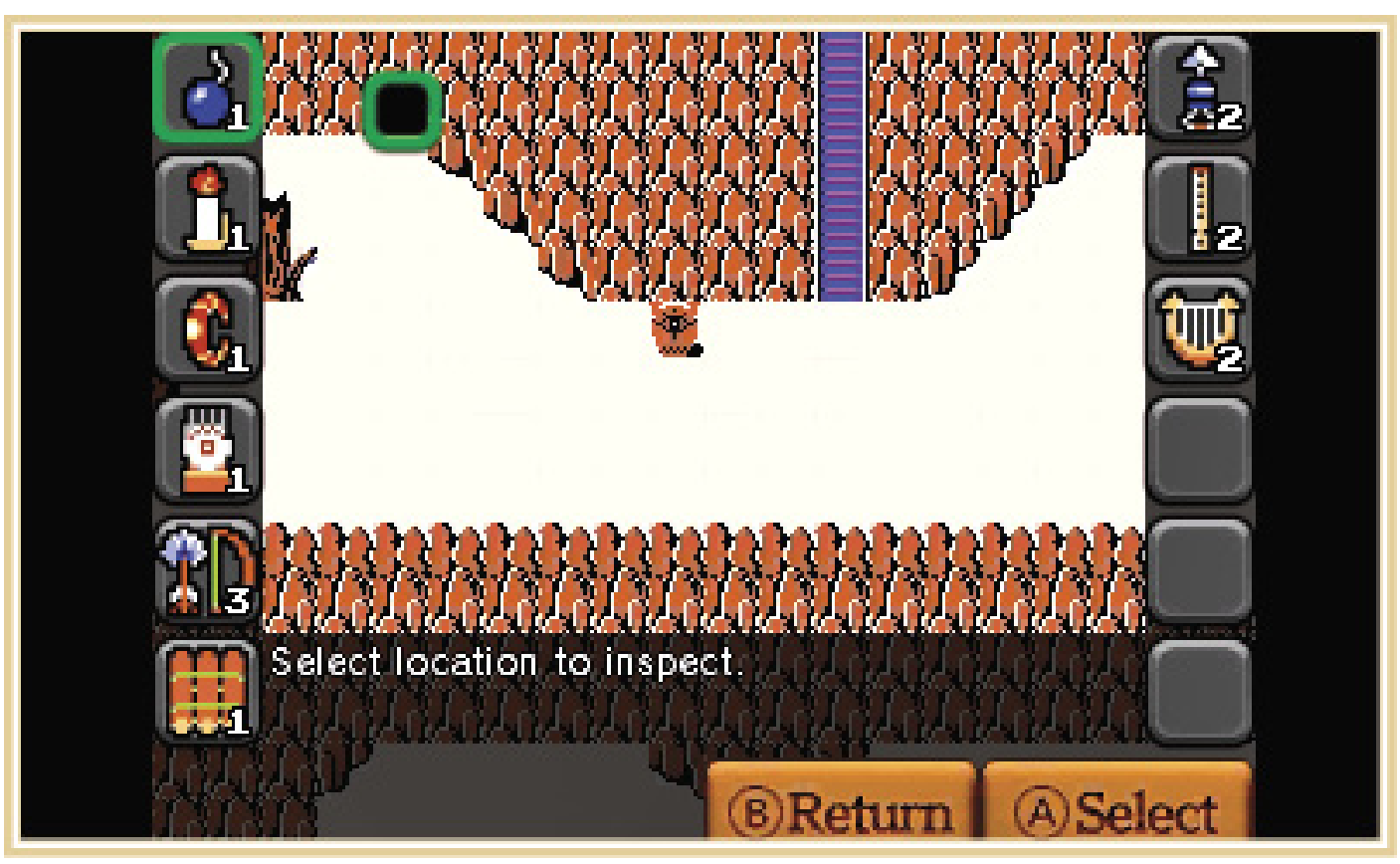
Hyrule Warriors Legends

Adventure Mode
B-4

ADVENTURE BATTLE: DASH GALLANTLY INTO BATTLE!

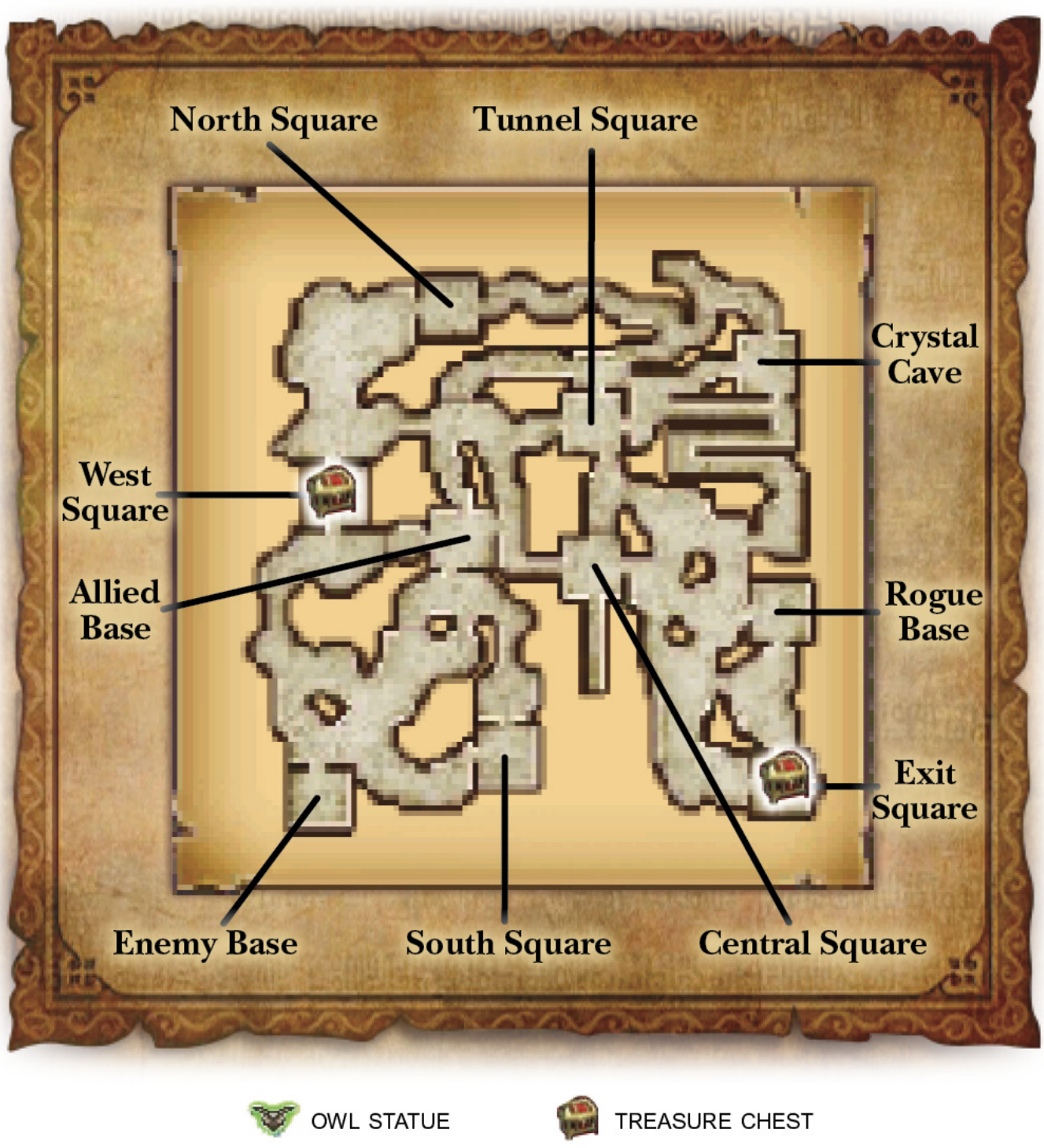
Unlockables
Twili Midna – Piece of Heart (Treasure)
1,000 KO Gold Skulltula
Second Gold Skulltula

Search Item
Bombs: Twili Midna – Heart Container (A-Rank)



A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

ELDIN CAVES



Victory Conditions	Defeat Conditions
Defeat Icy Big Poe and Stalmaster	If Cia flees or Allied Base falls

DEFEAT A VALUED ENEMY CAPTAIN

A Captain from both enemy armies will appear on the map. Find the nearest one and defeat it to gain access to that Captain's Commander.

DEFEAT THE ENEMY COMMANDER

Once you've dealt with one of the forces, head to the remaining Commander in either the Rogue Base or the Enemy Base. In order to open the gates to the remaining base, you must first defeat the valued Captain that was marked at the start of the battle. This can be a bit tricky to find it since it's no longer marked, but you'll eventually find the right one if you begin taking out each of the remaining enemy Captains.

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Hyrule Warriors Legends

Adventure Mode
B-5

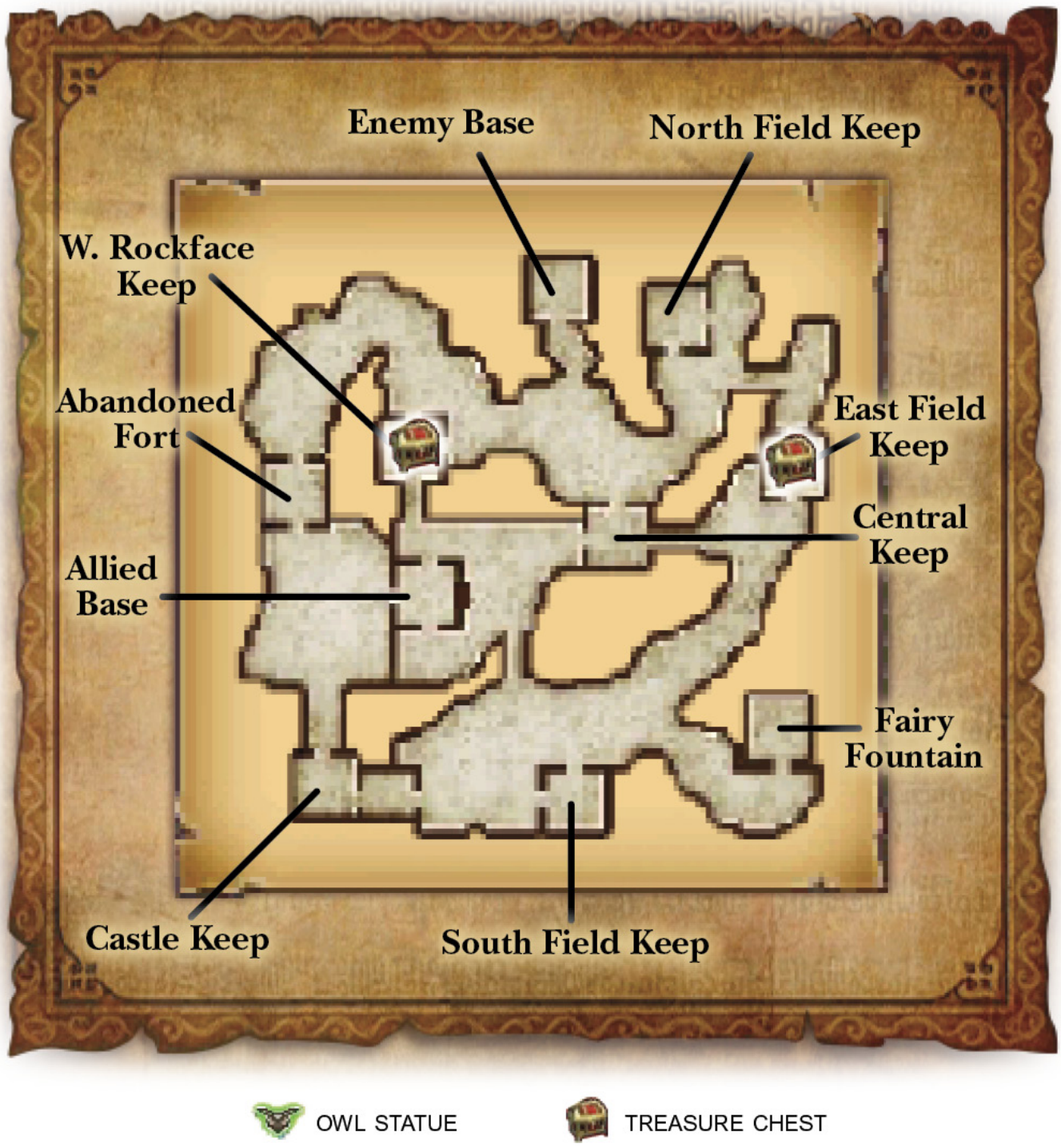
ADVENTURE BATTLE: ATTEND THE FESTIVAL OF CUCCOS!

Unlockables
Ganondorf – Heart Container (A-Rank)
Fairy Food: Milk

Search Item
None

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

GANON'S TOWER



Victory Conditions	Defeat Conditions
Defeat Cia	If Lana flees or Allied Base falls

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Adventure Mode
B-6

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Bombs
Ganondorf – Piece of Heart (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 10,000 damage or less

GANON

Pay attention to Ganon's attacks: He emulates every Giant Boss except for The Imprisoned and you must hit him with the item that the Giant Boss he's emulating is weak to. As a refresher, if he holds out his right hand and begins charging a fireball, race in and throw Bombs at his hand. If he lifts his left hand and begins charging a blue energy ball, dodge out of the way of the attack and shoot his hand with the Bow. If his shoulder spikes open up and begin firing small spikes, hit them with the Boomerang as soon as they are finished firing. If he flies into the air, pull him down with the Hookshot.

Once you've destroyed each of Ganon's parts, he'll begin performing attacks that make the gem on his head glow. When you see it glow, shoot him with your Bow to make him reveal his Weak Point gauge. Perform some Weak Point Smashes and you'll defeat him. Defeating Ganon means you have successfully won the Scenario. Congratulations!

GOHMA

Gohmas are probably the easiest of the Giant Boss monsters in *Hyrule Warriors*. Wait until they fire their laser, dodge it, and then shoot them in the eye with the Bow to make their Weak Point gauge appear. Perform a Weak Point Smash. Rinse. Repeat.

KING DODONGO

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point gauge. Repeat this to take him out.

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Hyrule Warriors Legends

Adventure Mode
B-7

ADVENTURE BATTLE: CAPTURE THE ENEMY KEEPS!

Unlockables
Tingle – Piece of Heart (Treasure)
Fairy Clothing: Headwear (Treasure)

Search Item
Bombs: Tingle – Heart Container (A-Rank)

A-Rank
K KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

SKYLOFT

Victory Conditions	Defeat Conditions
Defeat Ganondorf	If Cia flees or Allied Base falls

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

In order to complete this mission, you must first capture the Town Center, Statue, West Town, and Central Square Keeps. The Keeps will regularly create Aeralfos Captains with boosted morale, so don't delay in capturing these Keeps!

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Hyrule Warriors Legends

Adventure Mode
B-8

MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

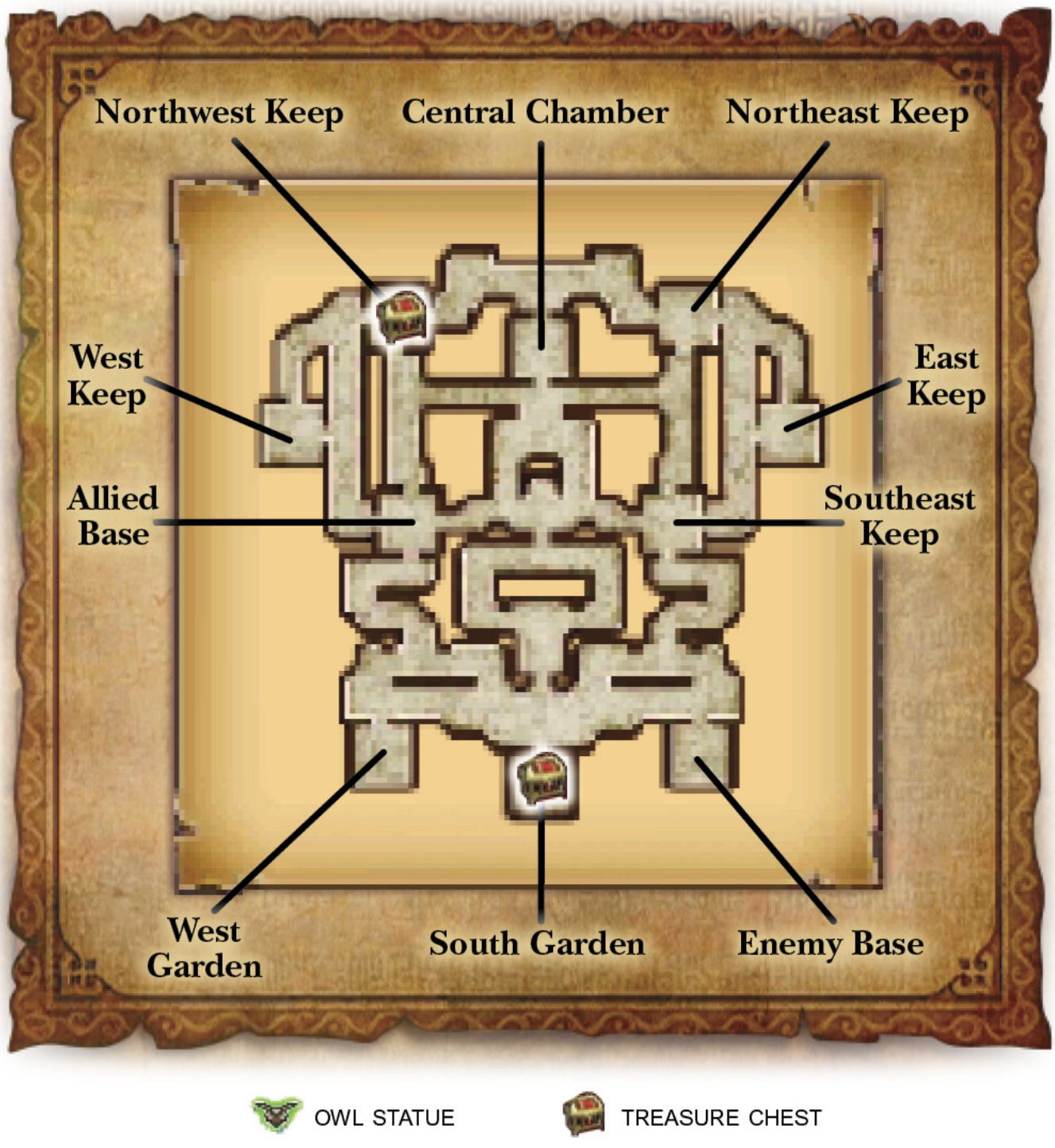
ADVENTURE BATTLE: DEAL WITH THE UNINVITED GUESTS!

Unlockables
Ganondorf – Heart Container (Treasure)

Search Item
Digging Mitts: Ganondorf's Thief's Trident (A-Rank)

A-Rank
K KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

TEMPLE OF SOULS



Victory Conditions	Defeat Conditions
Defeat Agitha	If Zant flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

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Hyrule Warriors Legends

Adventure Mode
B-9

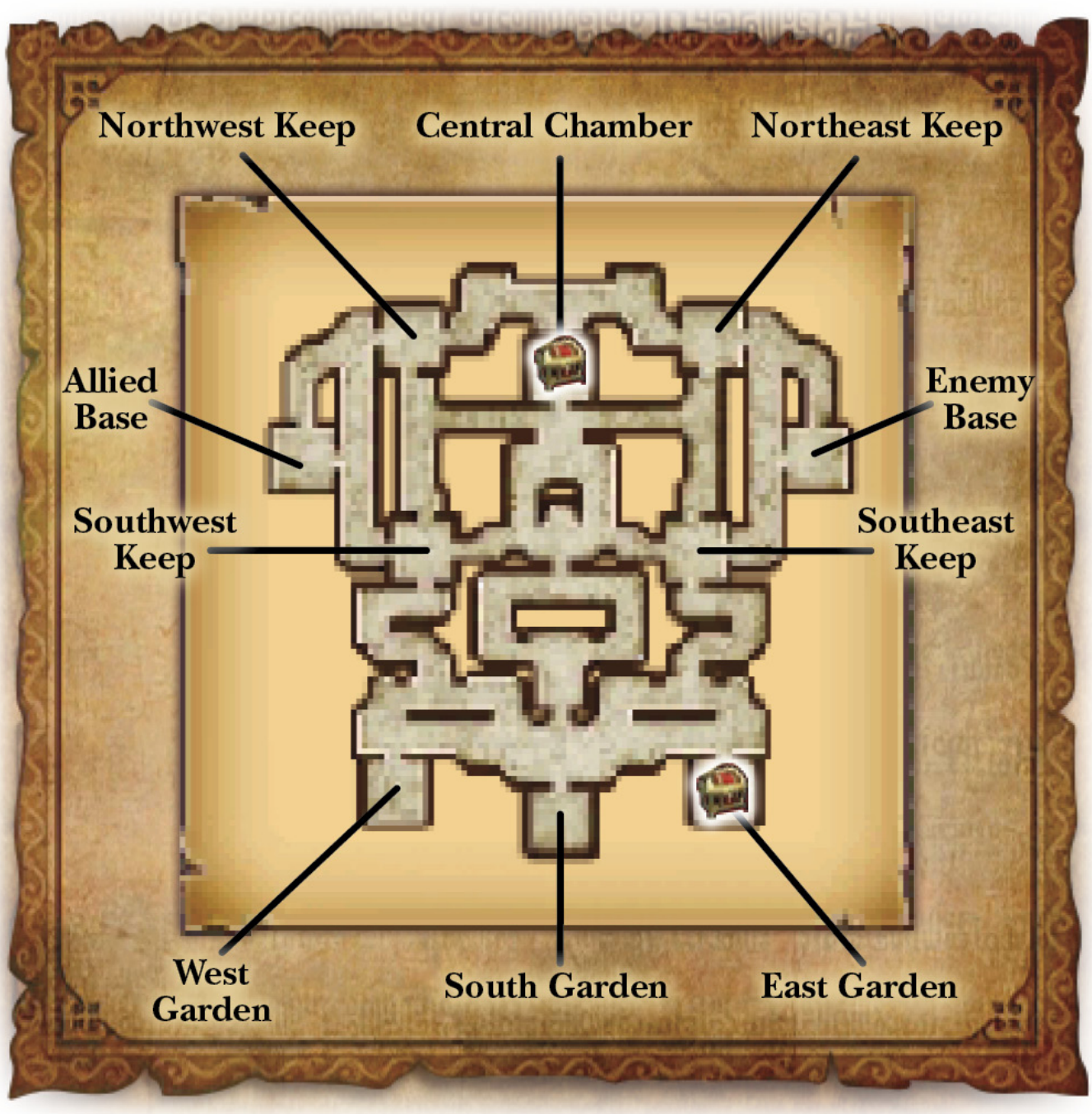
ADVENTURE BATTLE: DEFEAT THE ENEMY FORCES!

Unlockables
Ghirahim – Piece of Heart (Treasure)
Fairy Clothing: Top (Treasure)

Search Item
Digging Mitts: Ghirahim – Heart Container (Treasure)

A-Rank
K KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

TEMPLE OF SOULS



Victory Conditions	Defeat Conditions
Defeat Ganondorf	If Midna flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

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Adventure Mode
B-10

FIGHT THROUGH THE WOMEN'S WEAPONS QUIZ!

Unlockables
Ice Arrow
Agitha – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT THE BOOK WIELDER

The correct answer is Lana.

DEFEAT THE BLUE-HAIRED SORCERESS

The correct answer is Lana.

DEFEAT THE ONE WITH MAGIC HAIR

The correct answer is Midna.

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USE THE HOOKSHOT

In order to reach A-11, you must use the Hookshot on the strange tile in the Search Screen.

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Hookshot
Ghirahim – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

MANHANDLA

To defeat Manhandla, you need to wait until its stalks turns green and then hit them with the Boomerang. Once you've hit all four, Manhandla will uproot and its Weak Point gauge will be revealed. Hit it with a handful of Weak Point Smashes and you'll make short work of the monstrous man-eater.

TWO ARGOROKS

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point gauge. Perform some Weak Point Smashes to bring Argorok down for good.

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Adventure Mode
B-12

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Harp
Toon Link – Piece of Heart (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

TWO GOHMAS

Gohmas are probably the easiest of the Giant Boss monsters in Hyrule Warriors. Wait until they fire their laser, dodge it, and then shoot them in the eye with the Bow to make their Weak Point Mark appear. Perform a Weak Point Smash. Rinse. Repeat.

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Hyrule Warriors Legends

Adventure Mode
B-13

FIGHT THROUGH THE *OCARINA OF TIME* QUIZ!

Unlockables

Compass

Search Item

Power Bracelet: Darunia – Heart Container (A-Rank)

A-Rank

TIME – 15 minutes or less

DAMAGE – 4,000 damage or less

DEFEAT THE PASSIONATE BROTHER

The correct answer is Darunia.

DEFEAT THE MUSICIAN

The correct answer is Sheik.

DEFEAT THE AQUATIC ONE

The correct answer is Ruto.

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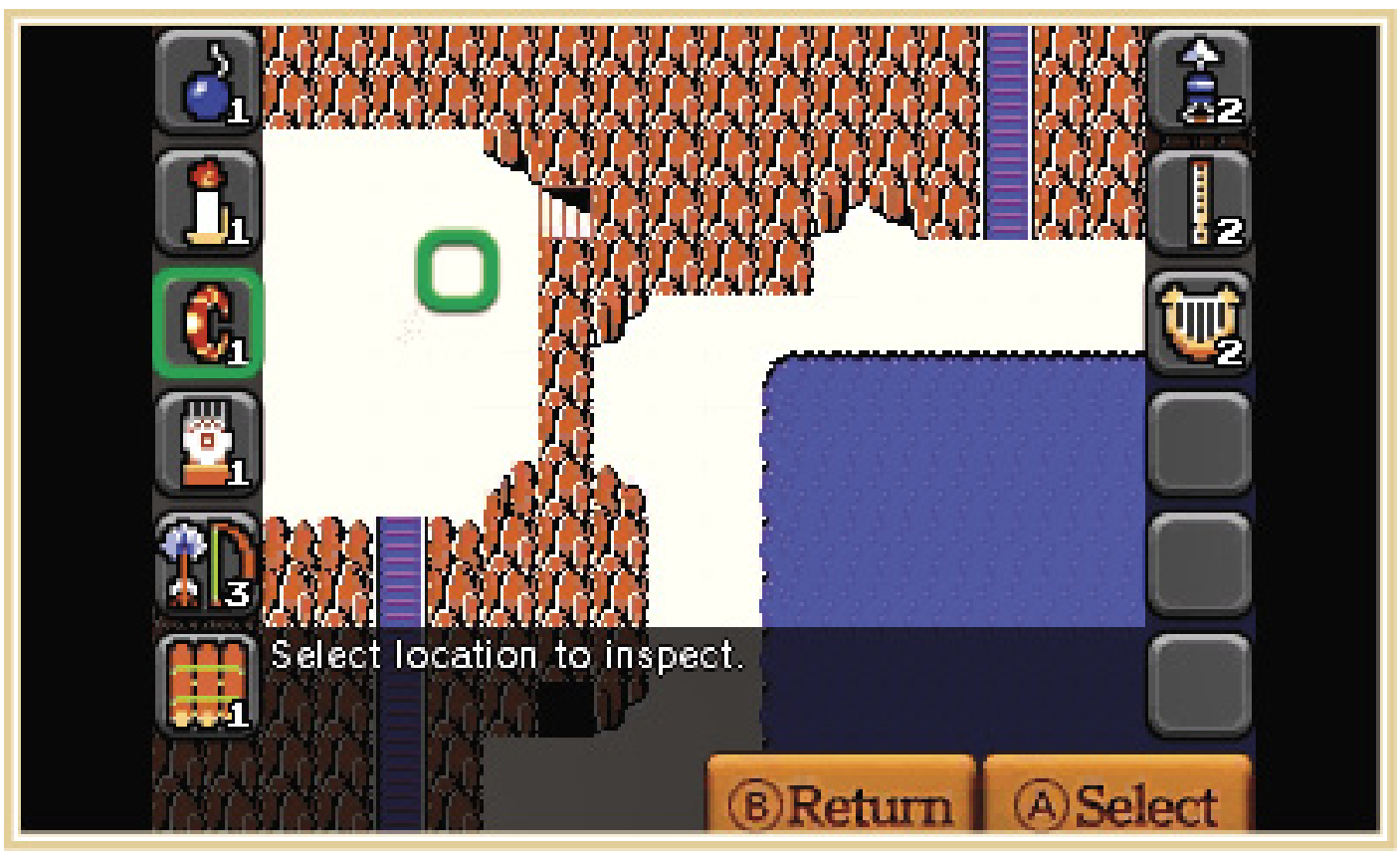
Hyrule Warriors Legends

Adventure Mode
B-14

CAPTURE THE ENEMY KEEPS!

Unlockables
None

Search Item
Power Bracelet: Ganondorf – Heart Container (A-Rank)



A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

TWILIGHT FIELD

Victory Conditions	Defeat Conditions
Defeat Zant	If Darunia flees or Allied Base falls

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

In order to complete this mission, you must first capture the South Field, West Field, Rocky Square, and Central Keeps.

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HYRULE WARRIORS LEGENDS

Adventure Mode
B-15

MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

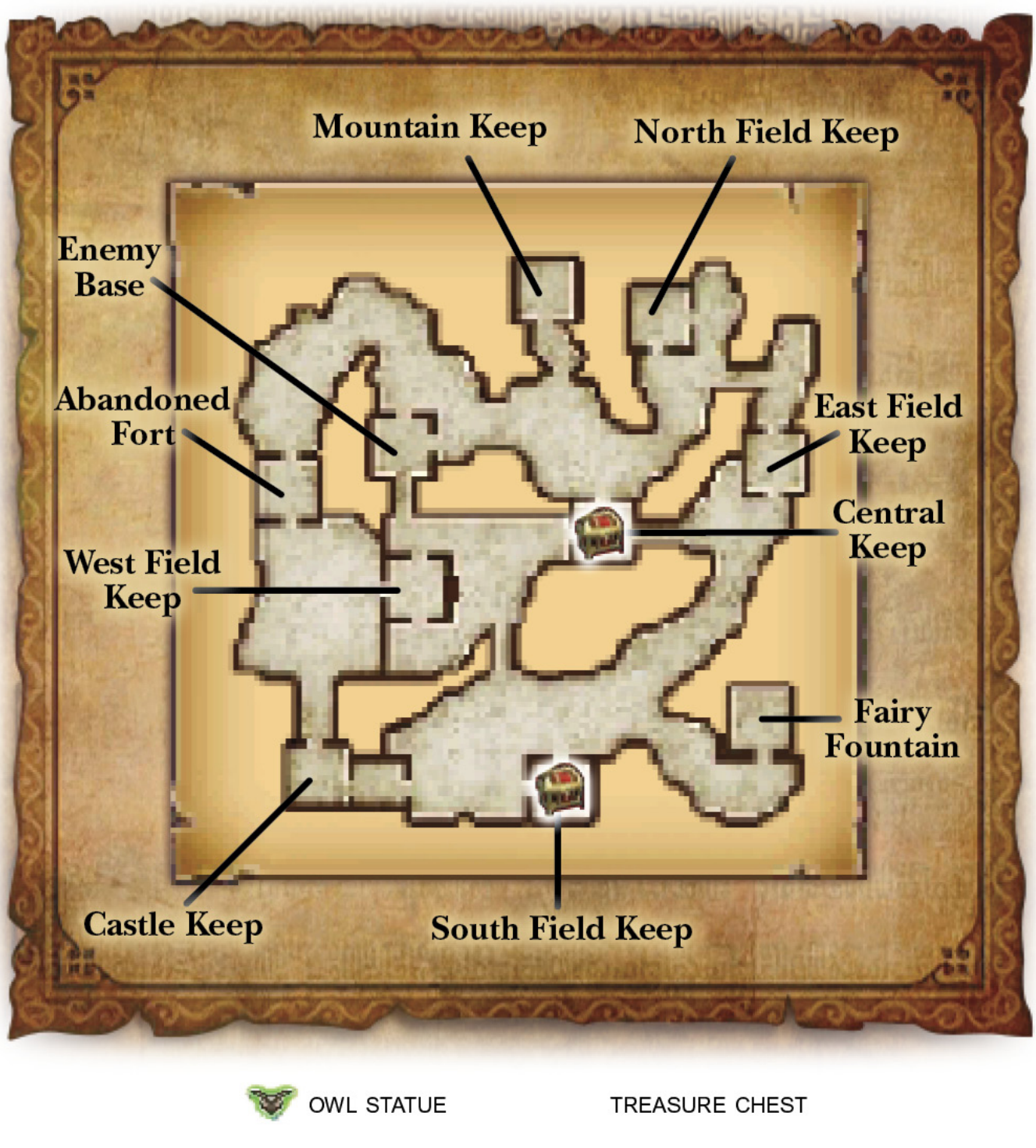
RESCUE THE ALLIED FORCES!

Unlockables
Zant – Piece of Heart (Treasure)
Fairy Clothing: Top (Treasure)

Search Item
Bombs: Midna – Heart Container (A-Rank)

A-Rank
K KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

GANON'S TOWER



Victory Conditions	Defeat Conditions
Defeat Ganondorf	If Zelda or Link flees

SAVE THE STRANDED ALLIED FORCES!

One of your allies is stuck on the northwest corner of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Capture one of the Keeps and break through!

To reach your ally, you'll first need to capture either the Central or East Field Keep to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the West Field Keep or Abandoned Fort Keep to reach your ally. Once you defeat the marked enemies that are attacking your ally, the mission will be finished.

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Hyrule Warriors Legends

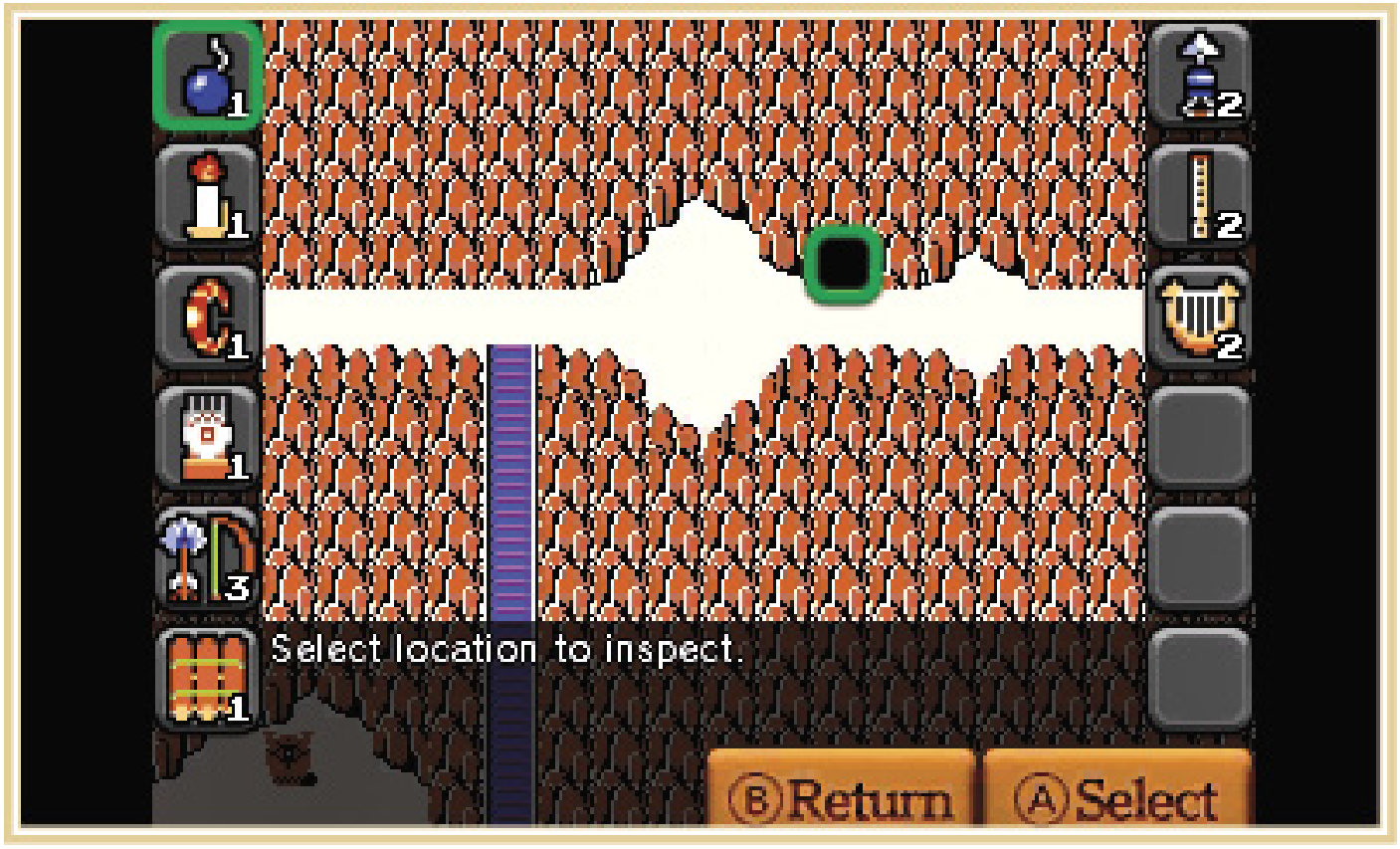
Adventure Mode
B-16

You must use a Hookshot on the strange tile in the Search Screen of this square to reach A-16.

ADVENTURE BATTLE: PLAY AS A WARRIOR OF WATER

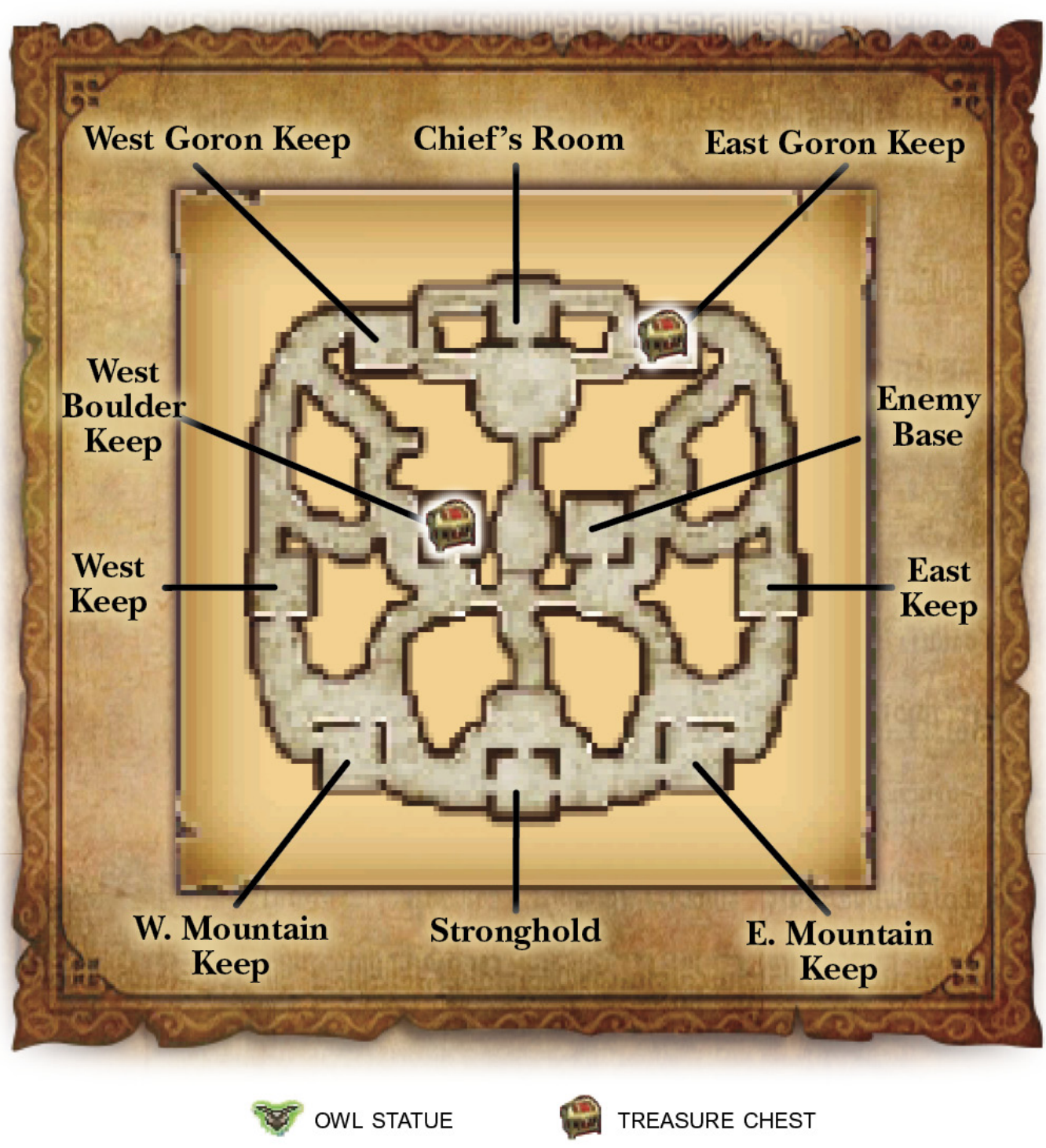
Unlockables
None

Search Item
Digging Claws: Link – Heart Container (A-Rank)



A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

DEATH MOUNTAIN



Victory Conditions	Defeat Conditions
Defeat Darunia	If Ganondorf flees or Ghirahim flees

SAVE THE STRANDED ALLIED FORCES!

One of your allies is stuck on the north side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Capture one of the Keeps and break through!

To reach your ally, you'll first need to capture either the East or West Keep to gain access to the center of the map.

After capturing one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the West or East Goron Keep to reach your ally. Once you defeat the marked enemies that are attacking your ally, the mission will be finished.

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Hyrule Warriors Legends

Adventure Mode
C-1

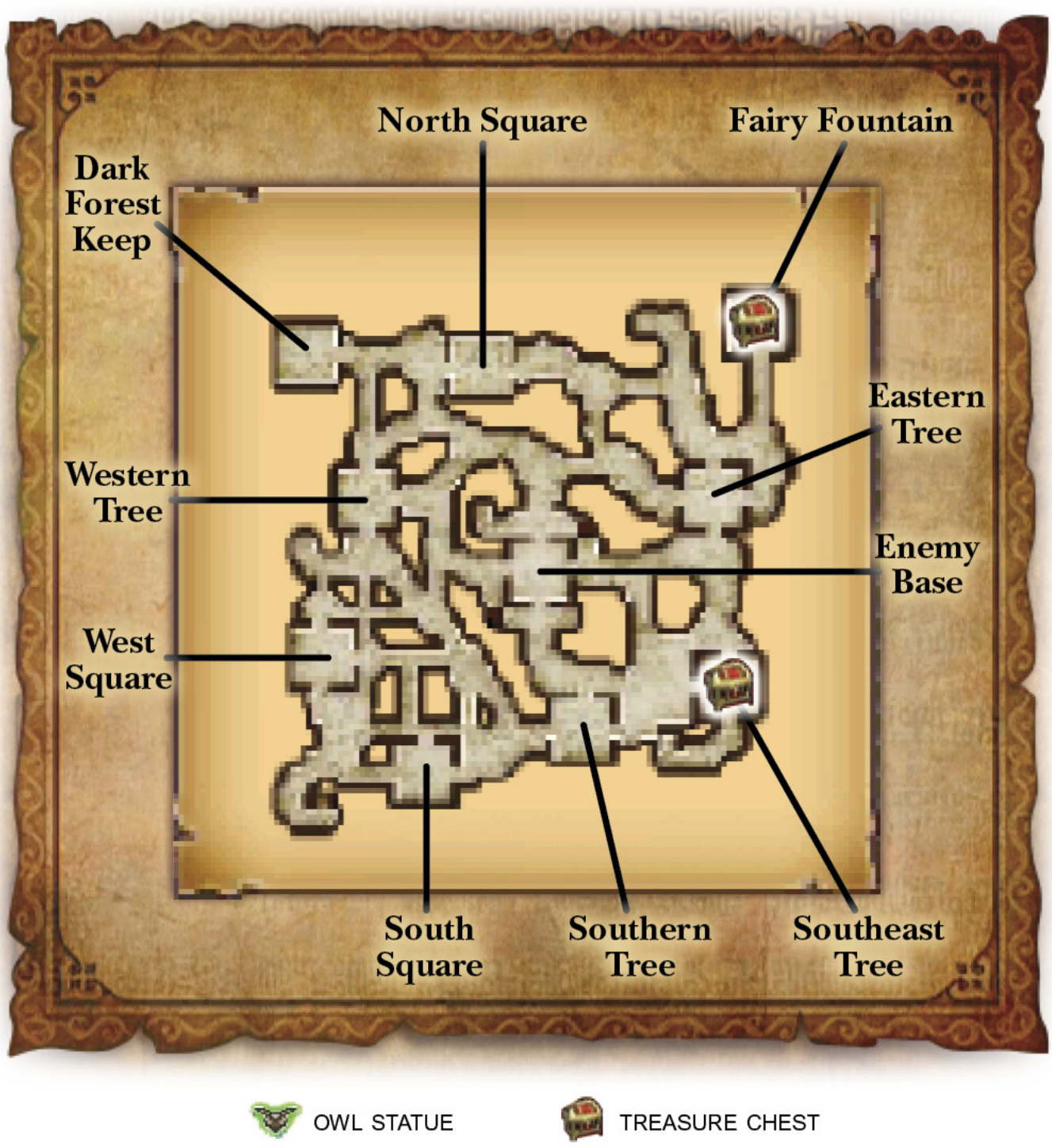
ADVENTURE BATTLE: DEFEAT THE DINOLFOS FORCES!

Unlockables	
Toon Link – Piece of Heart (Treasure)	
Fairy	Fairy Food: Feast

Search Item
Digging Mitts: Impa – Heart Container (A-Rank)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

FARON WOODS



Victory Conditions	Defeat Conditions
Defeat Agitha	If Zant flees or Midna flees

SAVE THE STRANDED ALLIED FORCES!

One of your allies is stuck on the west side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

An allied Cucco appears shortly after the start of the Scenario. Keep it safe and it'll continuously call more Cucco fighters to fight for your army as you defeat more enemies.

Capture one of the Keeps and break through!

To reach your ally, you first need to capture either the Eastern Tree or North Square Keep to gain access to the center of the map.

After capturing one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the Southern or Western Tree Keep to reach your ally. Once you defeat the marked enemies that are attacking your ally, the mission will be finished.

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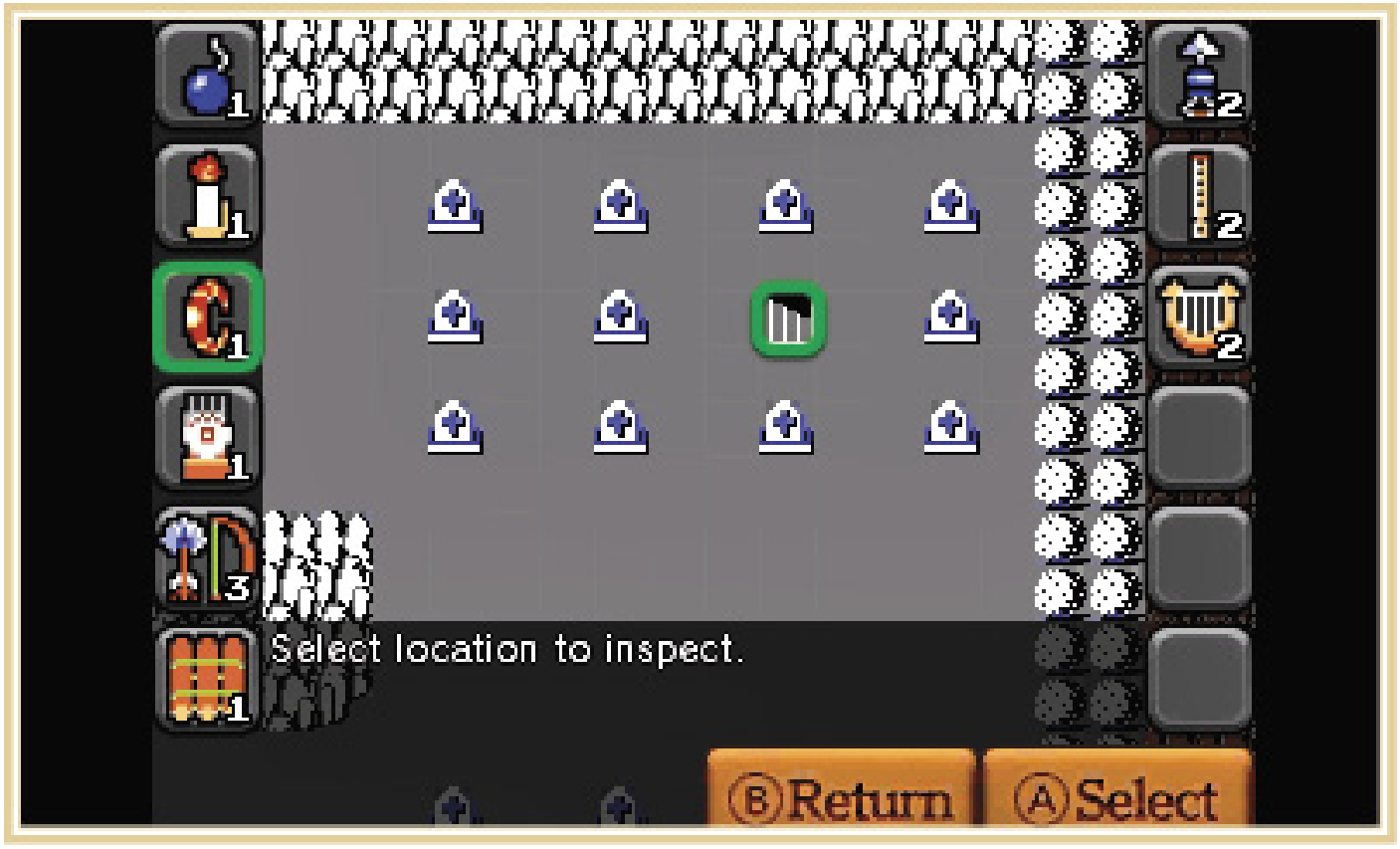
Hyrule Warriors Legends

Adventure Mode
C-2

ADVENTURE BATTLE: DEFEAT THE WARRIORS OF TWILIGHT!

Unlockables
None

Search Item
Power Bracelet: Link's Ancient Spinner (A-Rank)



A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

VALLEY OF SEERS

Victory Conditions	Defeat Conditions
Defeat Midna	If Sheik flees or Midna flees

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

In order to complete this mission, you must first capture the West Temple, East Temple, and West Ruins Keeps.

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Hyrule Warriors Legends

Adventure Mode
C-3

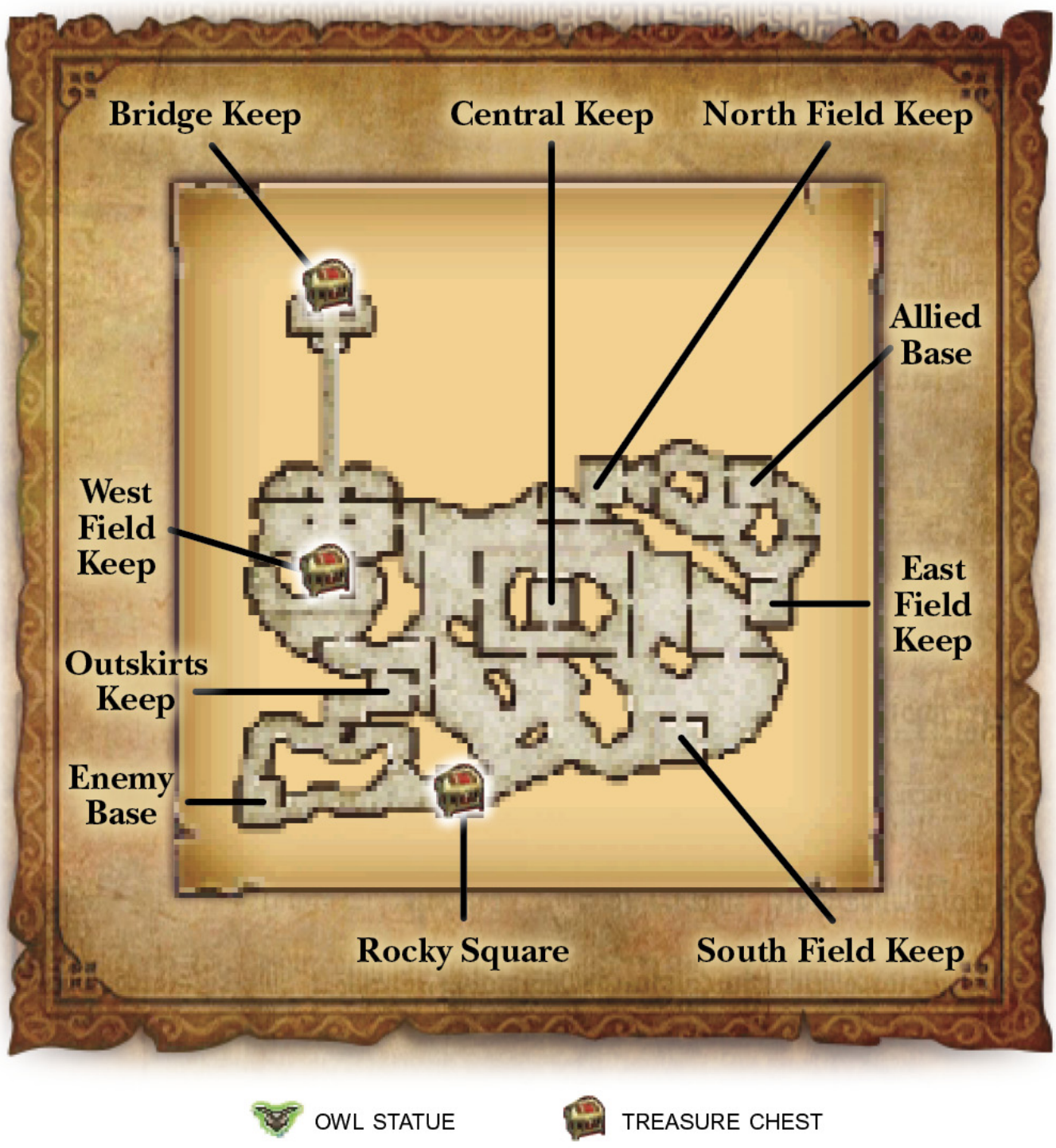
DUNGEON 6: DEFEAT THE SHADOW BEAST!

Unlockables
Agitha – Heart Container (Treasure)
Agitha – Piece of Heart (Treasure)
1,000 KO Gold Skulltula
Second Gold Skulltula

Search Item
Digging Mitts: Zant (Victory Reward)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

TWILIGHT FIELD



Victory Conditions	Defeat Conditions
Defeat Midna	If Impa flees or the Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

DEFEAT THE ENEMY COMMANDER

You can find Midna in the Enemy Base Keep. You'll need to grab the Boss Key from the West Field Keep before the Enemy Base will open for you. After you grab the Boss Key, approach the Enemy Base Keep's gates and they'll open automatically for you.

DEFEAT KING DODONGO TO WIN

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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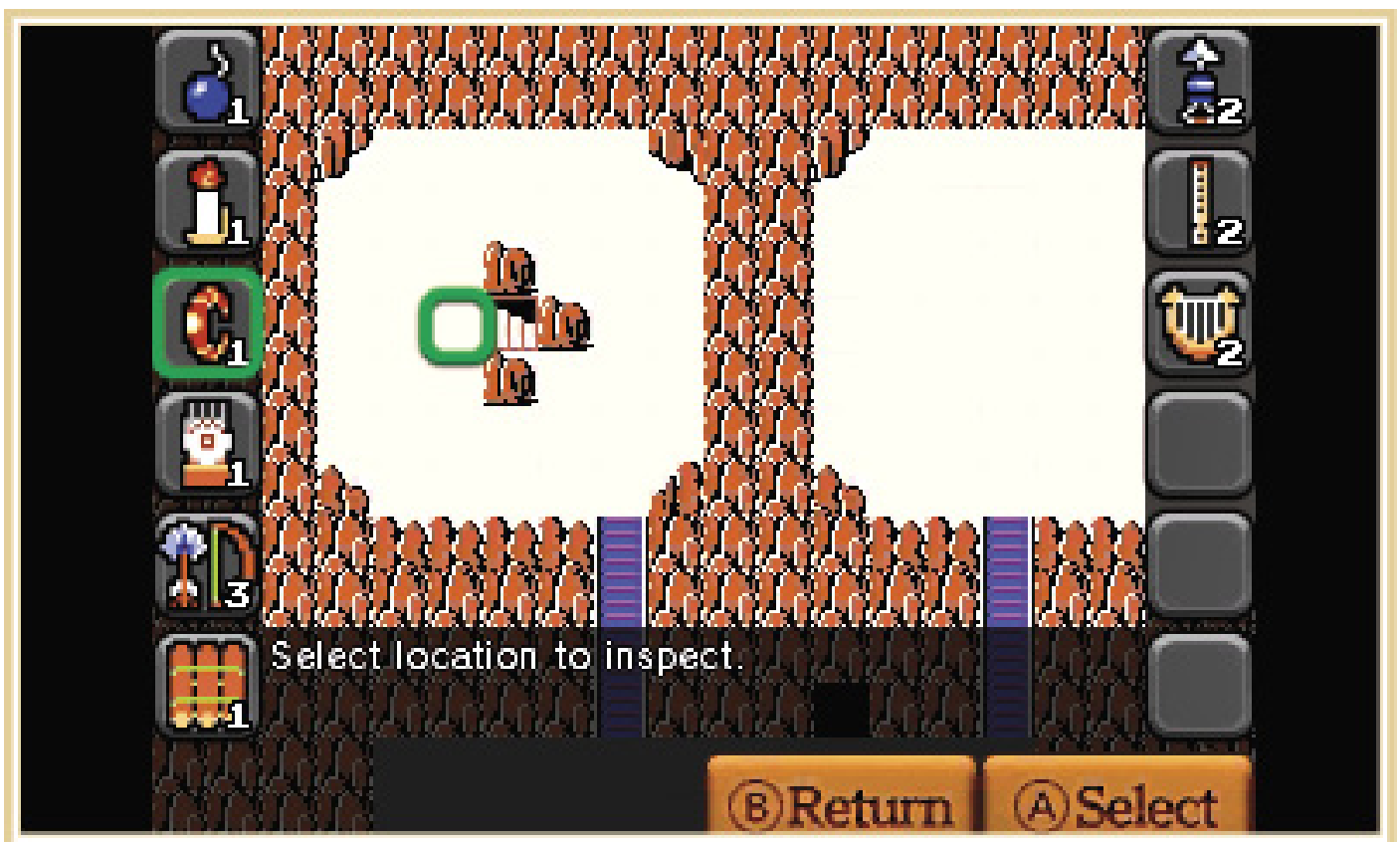
Hyrule Warriors Legends

Adventure Mode
C-4

DEFEAT ALL ENEMIES!

Unlockables
Digging Mitts

Search Item
Power Bracelet: Twili Midna – Heart Container (A-Rank)



A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

MISSION BRIEFING

The biggest obstacles in this Scenario are the Deku Babas that appear in each of the three Keeps you'll visit. The best way to deal with these enemies is to stand just outside the door of the Keep, equip your Bow, and fire at them. As soon as you enter the Keep, the doors will slam shut and enemies will appear, making it far more difficult to take out the Deku Babas. If you can target the Deku Babas before entering the Keep, however, it'll make each fight much easier.

A STALMASTER AND A DARKNUT

Both of these enemies can be defeated in the same way: Hit them once or twice to get them to raise their shield, then roll behind them. This will dizzy them, causing their Weak Point Mark to appear. You know what to do from here.

TWO DARK AGITHAS

Agitha is extraordinarily easy to bait. Just hold up your guard while standing in front of her and she'll perform an attack that will reveal her Weak Point Mark. Just be sure to immediately roll to the side or behind her if she creates a large circular symbol on the ground; it means she's summoning a giant stag beetle, and that thing is difficult to get around in time to hit her Mark.

AGITHA, MIDNA, AND AN ICY BIG POE

Defeat Midna and Agitha the same way you defeated the Dark Agithas. You can ignore the Icy Big Poe until you finish with the two Warriors. The Icy Big Poe doesn't pose much of a threat and is easily manipulated. Just hit it a few times and it'll teleport away. When it reappears—so long as you don't attack it—it'll most likely perform an attack that will reveal its Weak Point Mark. Hit it with a couple Weak Point Smashes to wrap up this Scenario.

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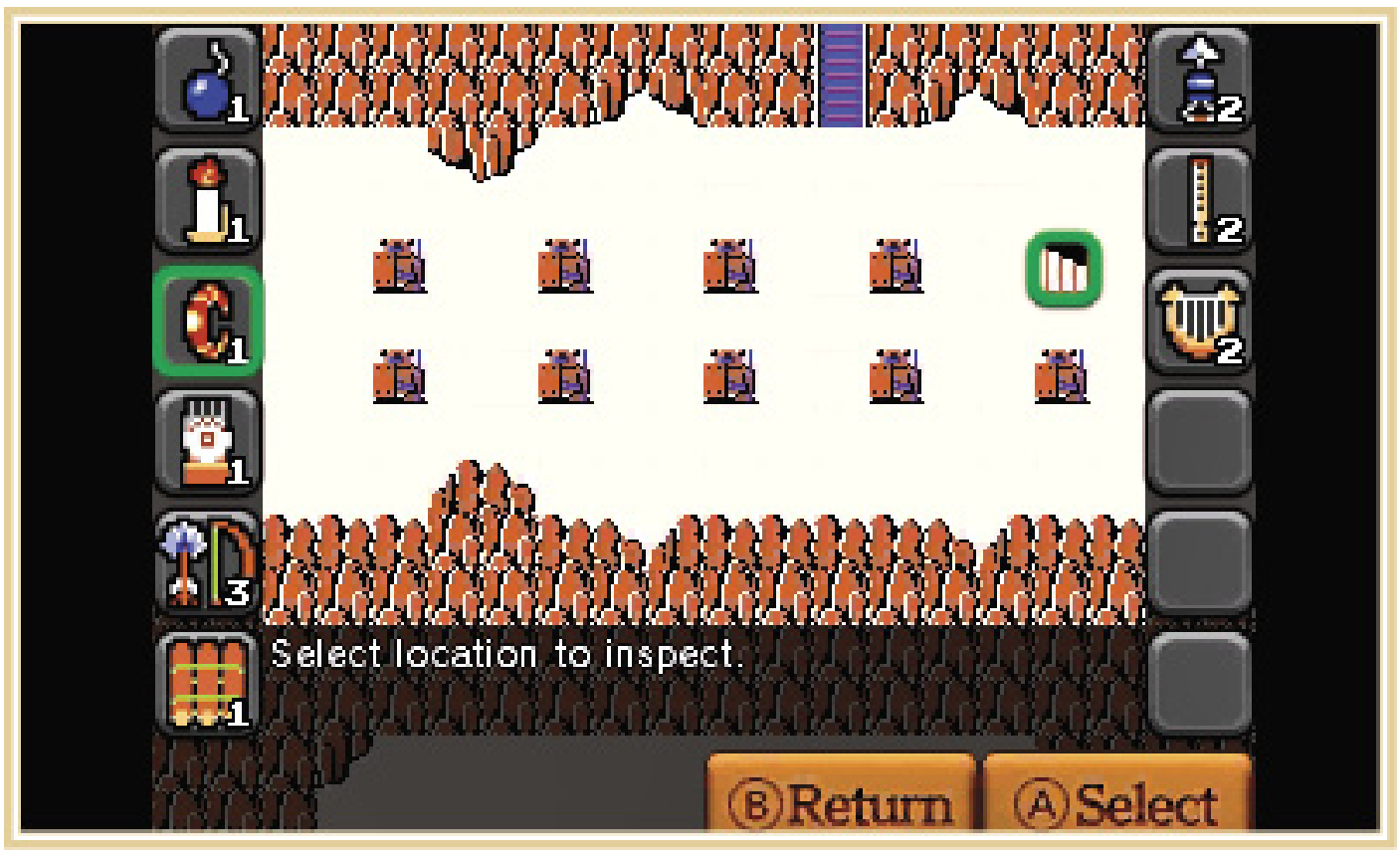
Hyrule Warriors Legends

Adventure Mode
C-5

FIGHT THROUGH THE ACTION QUIZ!

Unlockables
Compass

Search Item
Power Bracelet: Young Link – Heart Container (A-Rank)



A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT THE WINGED ONE

The correct answer is Aeralfos.

DEFEAT THE BELLY FLOPPER

The correct answer is Moblin.

DEFEAT THE TAIL WHIPPER

The correct answer is Lizalfos.

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Hyrule Warriors Legends

Adventure Mode
C-6

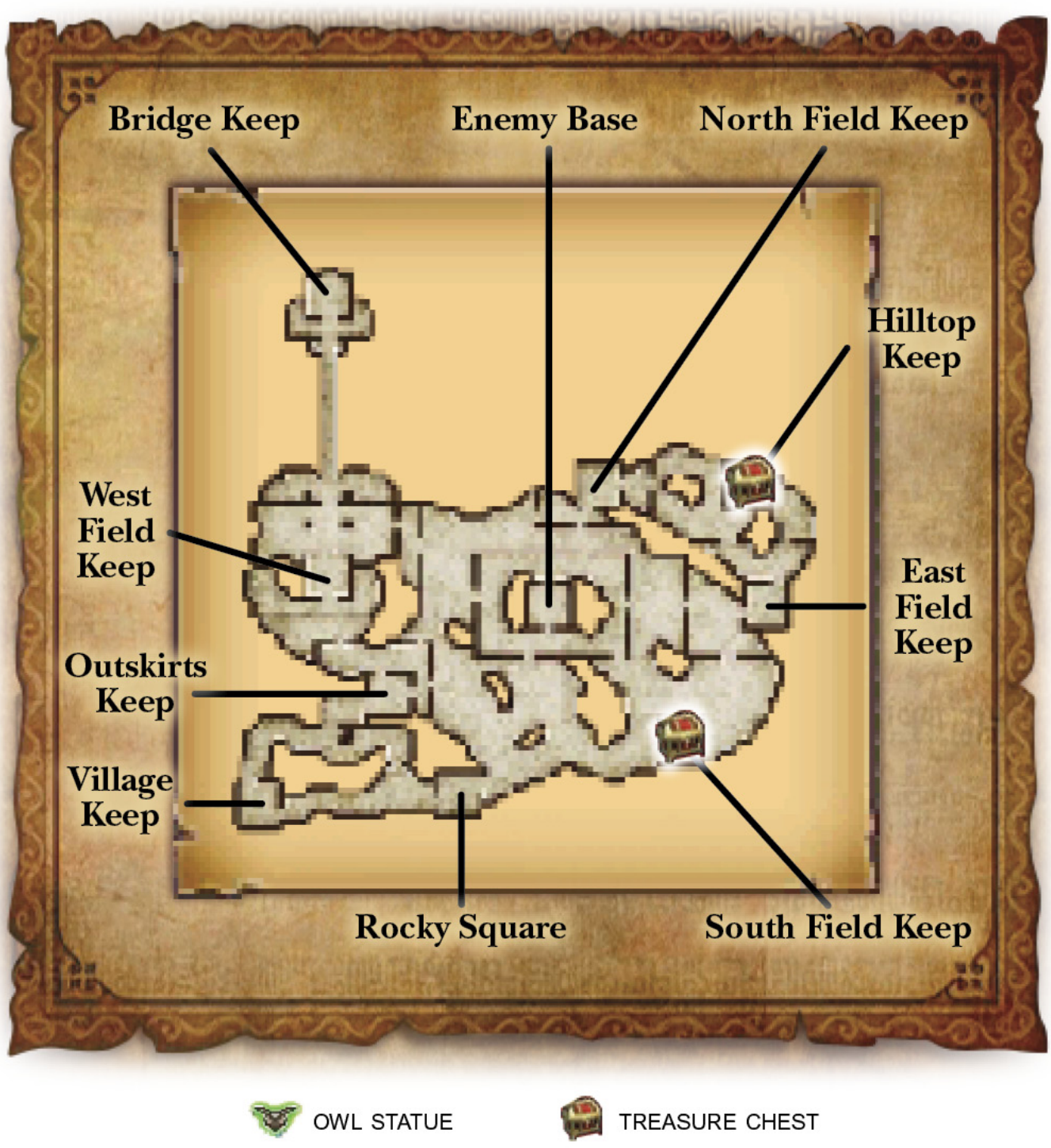
ADVENTURE BATTLE: FIGHT AS A WARRIOR OF DARKNESS!

Unlockables
Midna – Heart Container (Treasure)
Twili Midna – Piece of Heart (Treasure)
Fairy
Fairy Food: Plant
Fairy Food: Feast

Search Item
None

A-Rank
K KOs – 1,200 enemies or more
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

TWILIGHT FIELD



Victory Conditions	Defeat Conditions
Defeat Sheik	If Midna flees or Agitha flees

SAVE THE STRANDED ALLIED FORCES!

One of your allies is stuck on the northeast side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Capture one of the Keeps and break through!

In order to reach your ally, you'll first need to capture either the Outskirts or Rocky Square Keep to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the North or East Field Keep to reach your ally. Once you defeat the marked enemies that are attacking your ally, the mission will be complete.

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Hyrule Warriors Legends

Adventure Mode
C-7

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables

Bombs

Search Item

Bombs: Linkle – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

TWO KING DODONGOS

If you've ever played a *Legend of Zelda* title before, you know exactly what to do with these fellows. Wait for their mouth to open, then start shoveling Bombs into it.

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Hyrule Warriors Legends

Adventure Mode

C-8

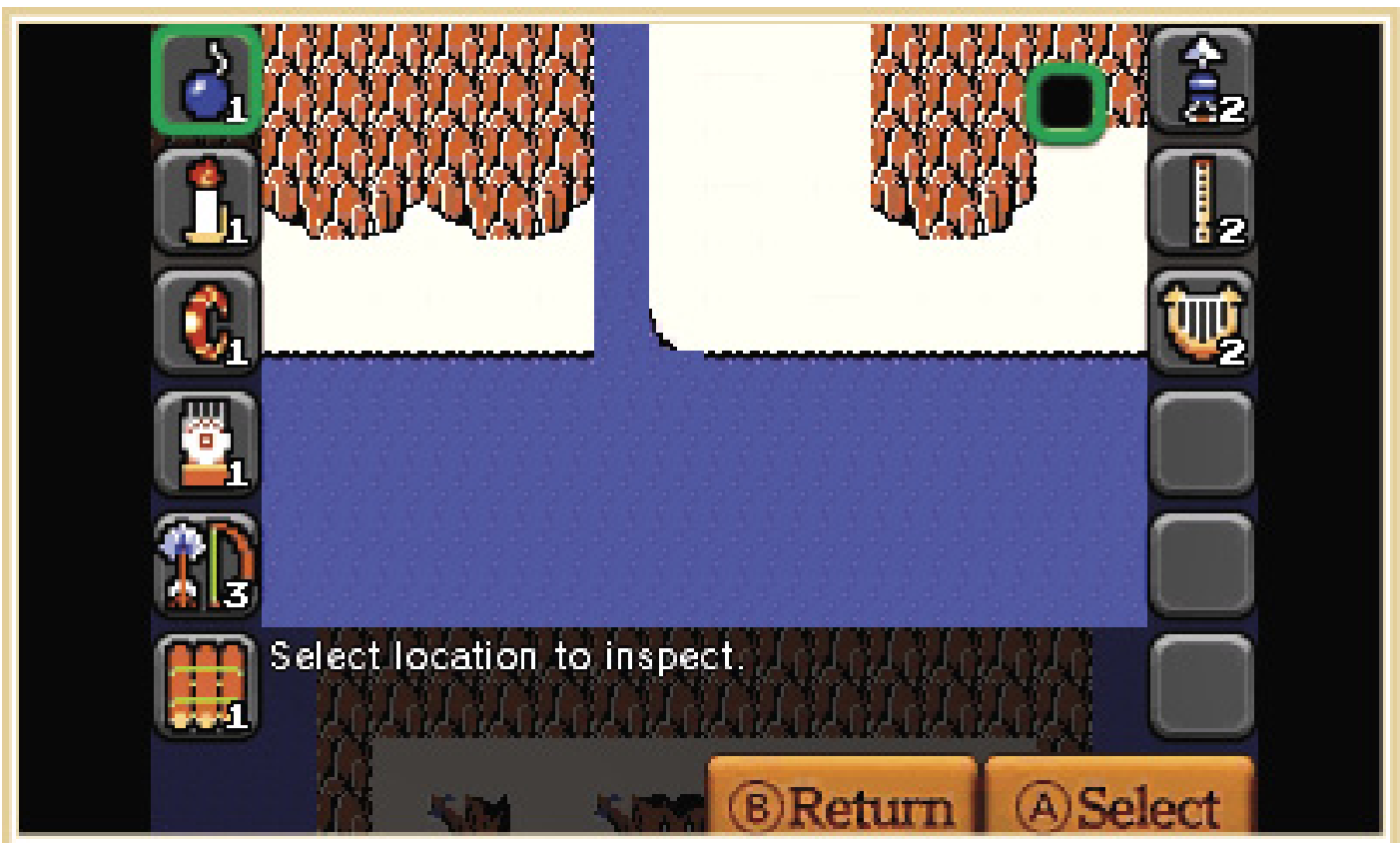
DEFEAT ALL ENEMIES!

Unlockables

Compass

Search Item

Bombs: Toon Link – Heart Container (A-Rank)



A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

MISSION BRIEFING

The biggest obstacles in this Scenario are the Deku Babas that appear in each of the three Keeps you'll visit. The best way to deal with these enemies is to stand just outside the door of the Keep, equip your Bow and fire at them. As soon as you enter the Keep, the doors will slam shut and enemies will appear, making it far more difficult to take out the Deku Babas. If you can target the Deku Babas before entering the Keep, however, it'll make each fight much easier.

A MOBLIN AND A ICY BIG POE

Moblins are simple: Hit them until they try to belly flop on you and then hit them with a Weak Point Smash. Just make sure to clear out the Deku Babas in the room as soon as you enter it and you'll have no trouble with this area. Icy Big Poes aren't much harder. Hit them a few times and they'll teleport. When they reappear, don't attack! They'll usually charge up an attack, which will reveal their Weak Point Mark. If they don't start charging their lanterns shortly after teleporting, go back on the offensive.

A STALMASTER AND DARK AGITHA

Agitha loves to block attacks. Her Weak Point gauge is also a bit of a challenge to hit depending on the move she uses. Stand in front of her and block to bait her into using a Strong Attack and she'll eventually reveal her Weak Point gauge. If you see a large sigil appear on the ground, try to get behind her immediately. She'll summon her beetle with that circle, and hitting her while her Weak Point gauge is exposed is near impossible if you're not behind her.

Hit the Stalmaster once and spin around him to dizzy him and reveal his Weak Point gauge. Repeat this a few times and you'll KO it swiftly.

AGITHA, DARK AGITHA, AND A STALMASTER

Deal with these enemies in any order; they're all rather slow and pretty easily to manipulate. You've got this!

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Hyrule Warriors Legends

Adventure Mode
C-9

ADVENTURE BATTLE: CAPTURE THE ENEMY KEEPS!

Unlockables
Midna – Piece of Heart (Treasure)
Fairy Clothing: Bottoms (Treasure)

Search Item
Candle: Midna – Heart Container (A-Rank)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

PALACE OF TWILIGHT

Victory Conditions	Defeat Conditions
Defeat Lana	If Hylian Captain flees or Allied Base falls

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

In order to complete this mission, you must first capture the North Palace, West Square, and Southeast Square Keeps.

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Adventure Mode
C-10

DEFEAT ALL BOSSES IN TIME!

Unlockables
Water Bombs
Darunia – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

TWO MANHANDLAS

To defeat Manhandlas, you need to wait until their stalks turn green and then hit them with the Boomerang. Once you've hit all four, Manhandla will uproot and its Weak Point gauge will be revealed. Hit it with a handful of Weak Point Smashes and you'll make short work of the monstrous man-eater.

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Adventure Mode
C-11

FIGHT THROUGH THE TRICKY QUIZ!

Unlockables
Bombs
Ruto – Piece of Heart (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT THE ENEMY THAT CAN DISAPPEAR

The correct answer is Big Poe.

DEFEAT THE ENEMY THAT IMMOBILIZES YOU

The correct answer is ReDead Knight.

DEFEAT THE ENEMY IN A DISGUISE

The correct answer is Sheik.

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Adventure Mode

C-12

DEFEAT 500 ENEMIES IN TIME!

Unlockables
Compass
Twili Midna – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Adventure Mode
C-13

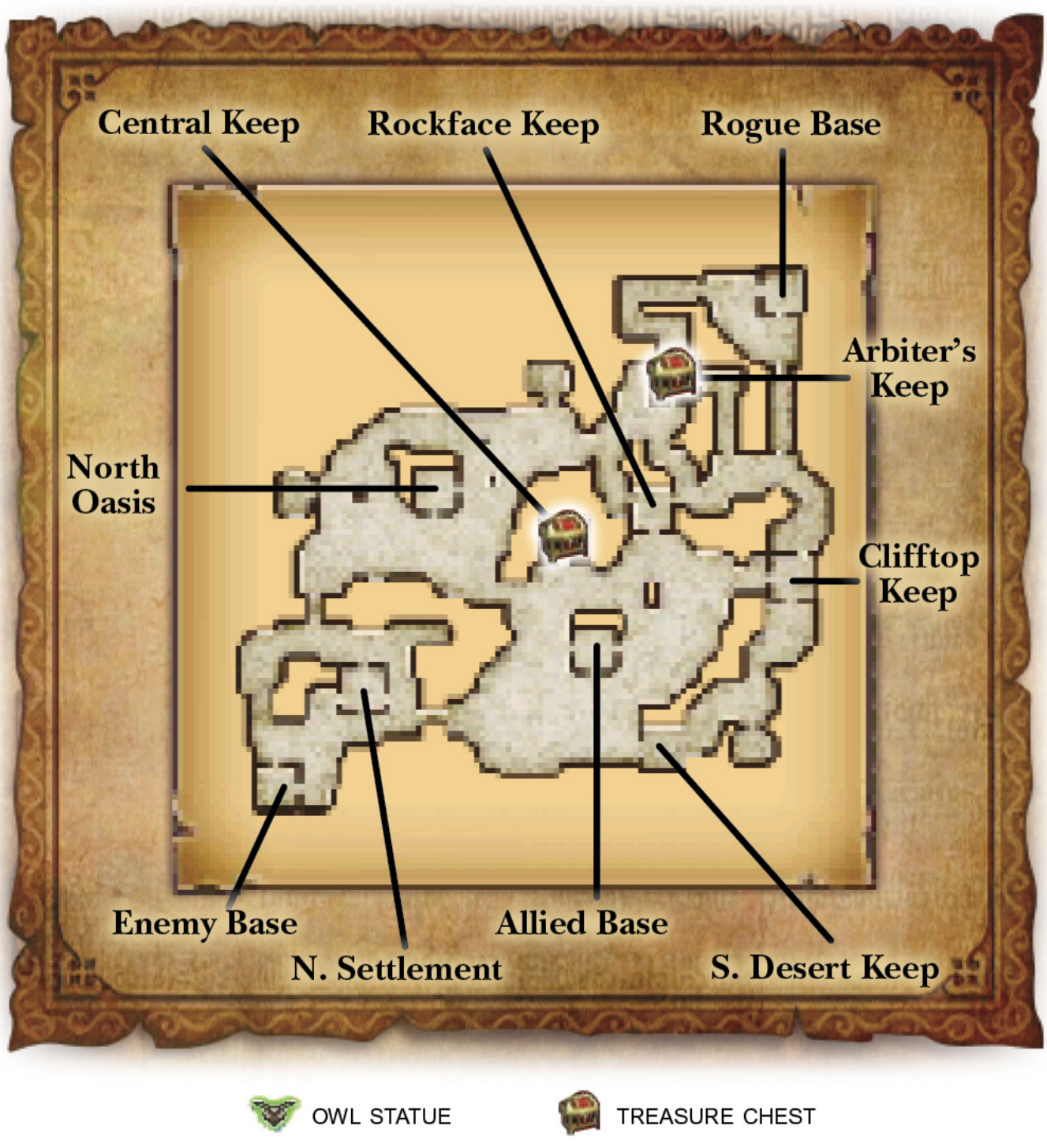
ADVENTURE BATTLE: DEFEAT THE COMMANDERS OF TWO ARMIES!

Unlockables
Darunia – Piece of Heart (Treasure)
Darunia – Heart Container
Fairy Clothing: Top (Treasure)

Search Item
Bombs: Skull Kid (Victory Reward)

A-Rank
KOs – 1,200 enemies or more
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

GERUDO DESERT



Victory Conditions	Defeat Conditions
Defeat Icy Big Poe and Gibdo	If Impa flees or Allied Base falls

DEFEAT A VALUED ENEMY CAPTAIN

A Captain from both enemy armies will appear on the map. Find the nearest one and defeat it to gain access to that Captain's Commander. After defeating that force's Captain, take out their Commander

DEFEAT THE ENEMY COMMANDER

Once you've dealt with one of the forces, head to the remaining Commander in either the Rogue Base or the Enemy Base. To open the gates to the remaining base, you must first defeat the valued Captain that was marked at the start of the battle. This can be a bit tricky to find it since it's no longer marked, but you'll eventually find the right one if you begin taking out each of the remaining enemy Captains.

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Hyrule Warriors Legends

Adventure Mode
C-14

ADVENTURE BATTLE: DEFEAT THE WARRIORS OF TIME!

Unlockables
Tingle – Piece of Heart (Treasure)
Fairy Clothing: Jewelry (Treasure)

Search Item
Bombs: Tingle – Heart Container (A-Rank)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEATH MOUNTAIN

Victory Conditions	Defeat Conditions
Defeat Darunia	If Lana flees or Allied Base falls

CAPTURE ALL KEEPS TO WEAKEN THE ENEMY

You need to capture the East, West, and E. Mountain Keeps to complete this mission. The enemy Keeps will continuously create troops with boosted morale, who can capture your Keeps with no problem at all. Don't delay in capturing all of the marked enemy Keeps!

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Adventure Mode

C-15

MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Digging Mitts

Search Item
Digging Mitts: Zelda's Wind Waker (A-Rank)

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 30 ENEMY CAPTAINS!

The enemy Captains in need of slaying in this Scenario are Stalmasters. They are sluggish, melee-focused monsters that will pose very little threat to you. They can throw their swords, but the swords fly rather slowly and the Stalmasters telegraph the attack. Their sword hand glows bright blue just before they throw it.

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HYRULE WARRIORS LEGENDS

Adventure Mode
C-16

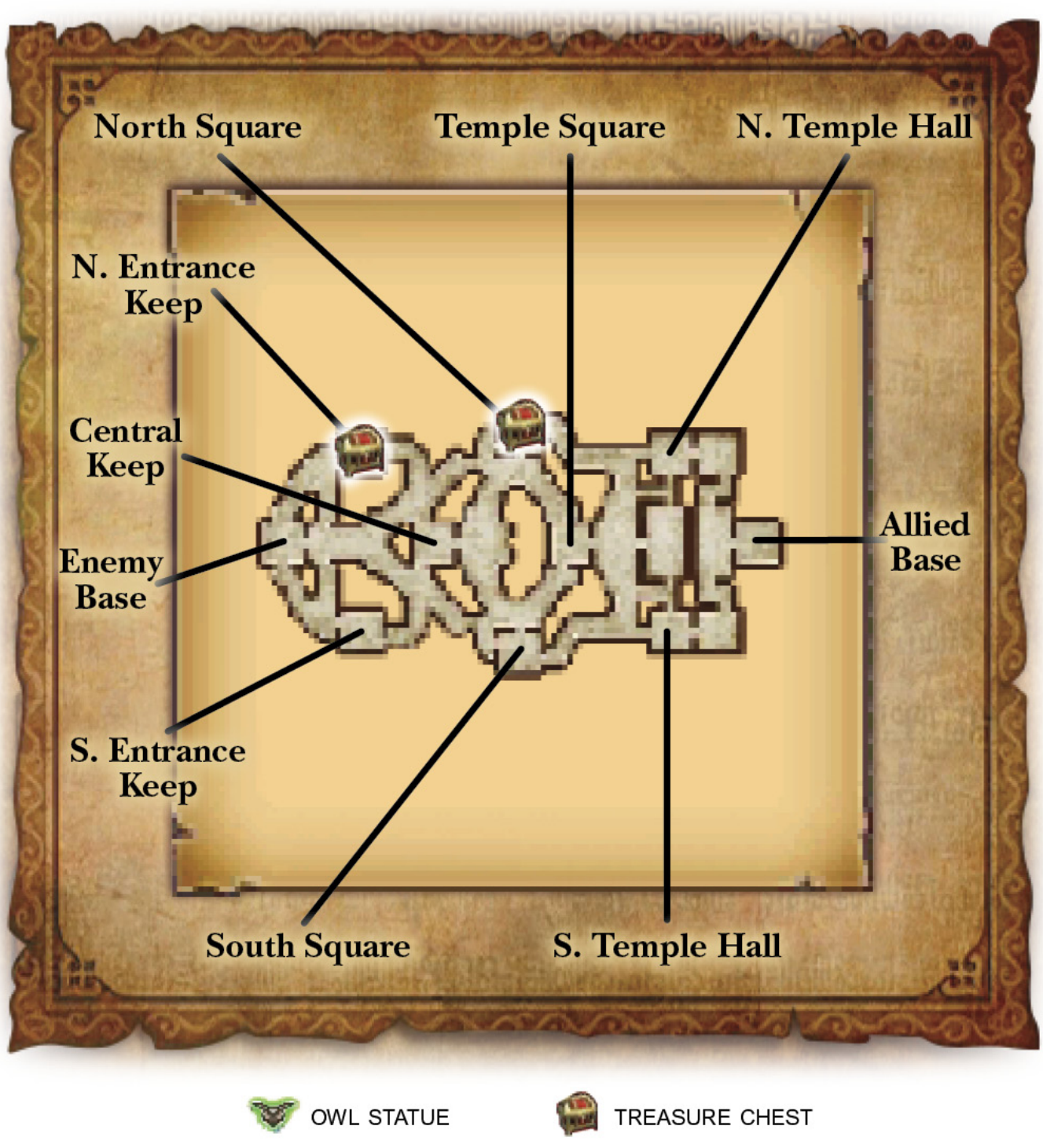
ADVENTURE BATTLE: SURVIVE THE ATTACK OF THESE POWERED-UP ENEMIES!

Unlockables
Fairy Clothing: Bottoms (Treasure)

Search Item
Bombs: Lana – Heart Container (A-Rank)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

TEMPLE OF THE SACRED SWORD



Victory Conditions	Defeat Conditions
Defeat Lana	If Cia flees or Allied Base falls

CAPTURE ALL KEEPS TO WEAKEN THE ENEMY

You need to capture the N. Entrance, S. Entrance, North Square, and South Square Keeps to complete this mission. The enemy's Keeps will continuously produce soldiers with boosted morale until you capture the marked Keeps, so don't delay!

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Hyrule Warriors Legends

Adventure Mode
D-1

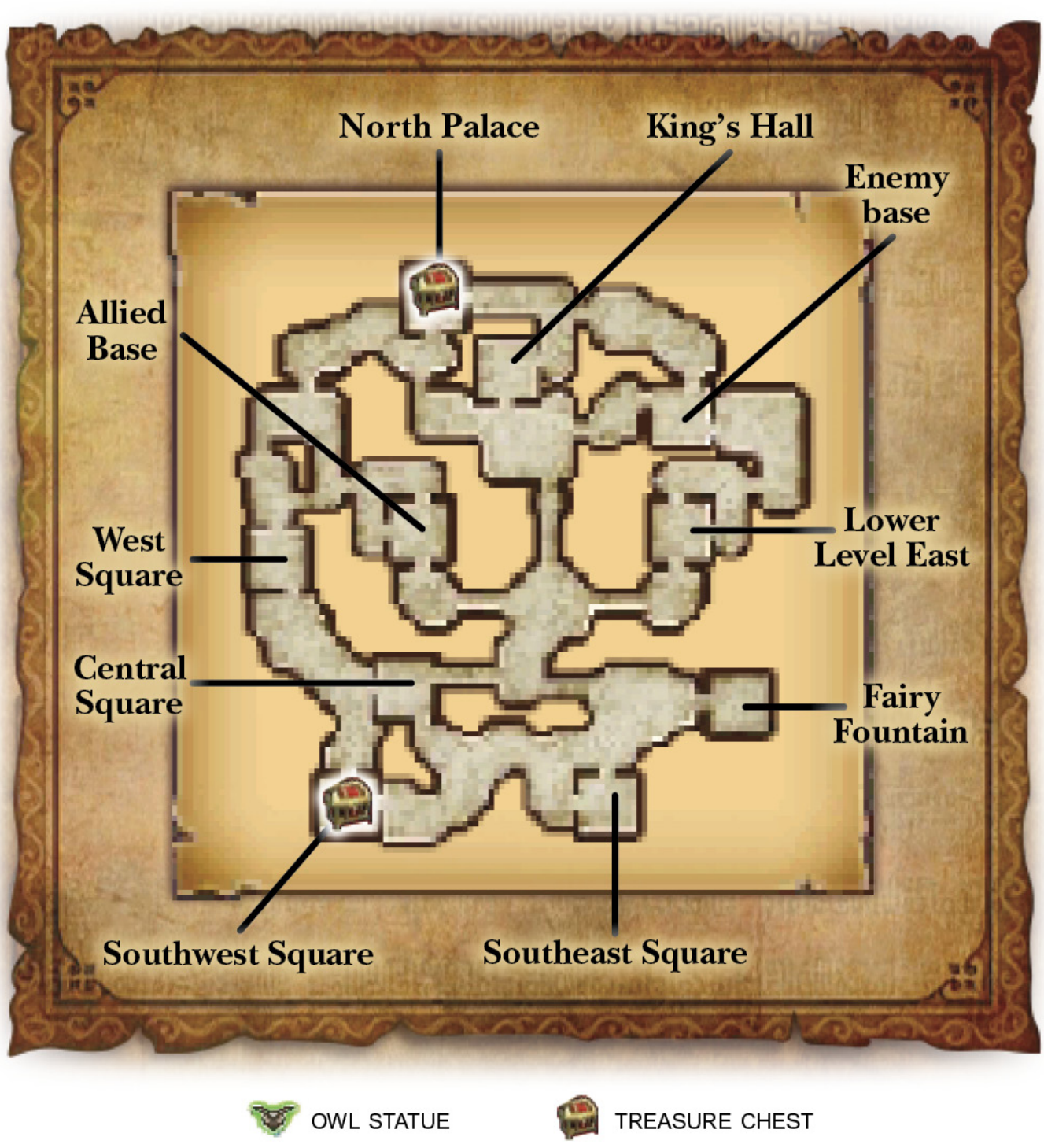
ADVENTURE BATTLE: DEFEAT THE SHIELD MOBLIN FORCES!

Unlockables
Zant – Piece of Heart (Treasure)
F Fairy Food: Plant

Search Item
Ice Arrow: Zant – Heart Container (A-Rank)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

PALACE OF TWILIGHT



Victory Conditions	Defeat Conditions
Defeat Ganondorf	If Midna flees or Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

There are three Bombchus on the map that will begin going after your Keeps one at a time. Take out the southwestern one first, since it's right by your starting location. Afterwards, head for the southeastern Bombchu, then the northeastern one. Be quick about it; if the Bombchus are allowed to detonate inside one of your Keeps, it'll be immediately captured for the enemy forces.

A Cucco will appear on the battlefield and begin following you around after you've destroyed all the Bombchus. Avoid attacking this one to the best of your abilities. It's not friendly and it will call in a regiment of Cuccos to fight you. Having to challenge so much perilous poultry will make getting an A-Rank much harder.

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Adventure Mode
D-2

DEFEAT ALL ENEMIES!

Unlockables
Recorder
Linkle – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

MISSION BRIEFING

The biggest obstacles in this Scenario are likely the Deku Babas that appear in each of the three Keeps you'll visit. The best way to deal with these enemies is to stand just outside the door of the Keep, equip your Bow, and fire at them. As soon as you enter the Keep, the doors will slam shut and enemies will appear, making it far more difficult to take out the Deku Babas. If you can target the Deku Babas before entering the Keep, however, it'll make each fight much easier.

A BIG POE AND AN ICY BIG POE

These enemies are slow and rather easy to manipulate. Try to stay behind them to avoid their attacks, then attack them. They will teleport after being hit a few times, and if you don't immediately start attacking again, they'll typically charge up an attack that will reveal their Weak Point gauge at the attack's conclusion. Let them charge up, stay behind them, and then when that gauge appears, let them have it!

TWO ICY BIG POES

These enemies are just tougher versions of Big Poes. Use the same strategy you used in the previous Keep and you'll have these enemies defeated in no time.

TWO ICY BIG POES AND A STALMASTER

You already know how to handle the Icy Big Poes, so we'll focus on the Stalmaster. To defeat this bony swordsman, simply hit it once or twice to trick it into blocking, then roll behind it. This will dizzy the Stalmaster and reveal its Weak Point gauge. Perform a Weak Point Smash or two and this bonebag will be dust.

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Adventure Mode

D-3

DEFEAT 600 ENEMIES IN TIME!

Unlockables
Digging Mitts
Tingle – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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Adventure Mode
D-4

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Power Bracelet

Search Item
Bombs: Ruto – Heart Container (A-Rank)

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 20 ENEMY CAPTAINS!

All of the enemy Captains for this Scenario are Big Poes. They have limited range in their attacks and are pretty slow. Using Link and his Master Sword is very helpful for this battle. Using Link's Regular-Regular-Combo attack with the Master Sword shoots out three beams that damage and knock foes back, making cleaning out entire groups of enemies effortless.

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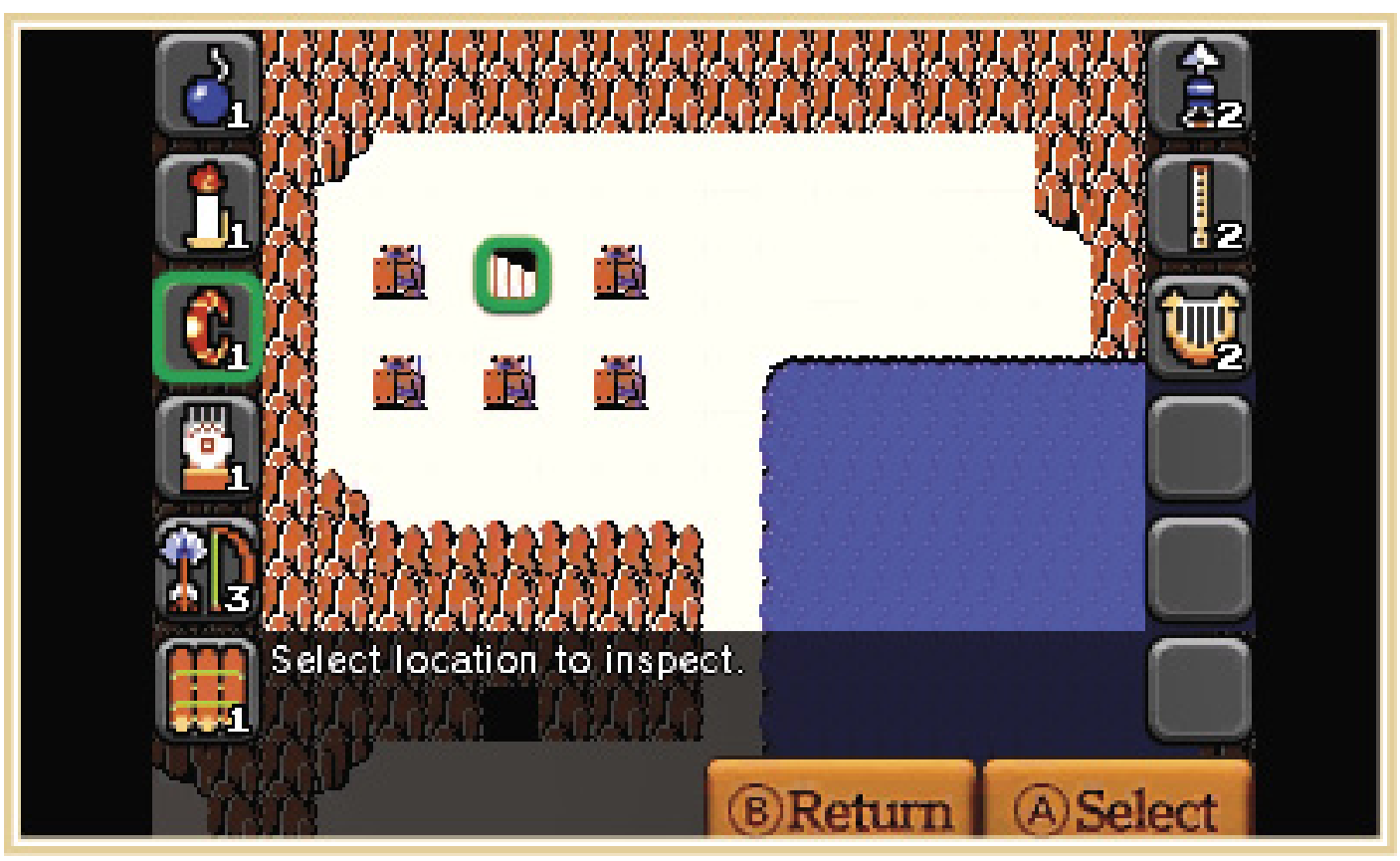
Hyrule Warriors Legends

Adventure Mode
D-5

ADVENTURE BATTLE: RESCUE THE ALLIED FORCES!

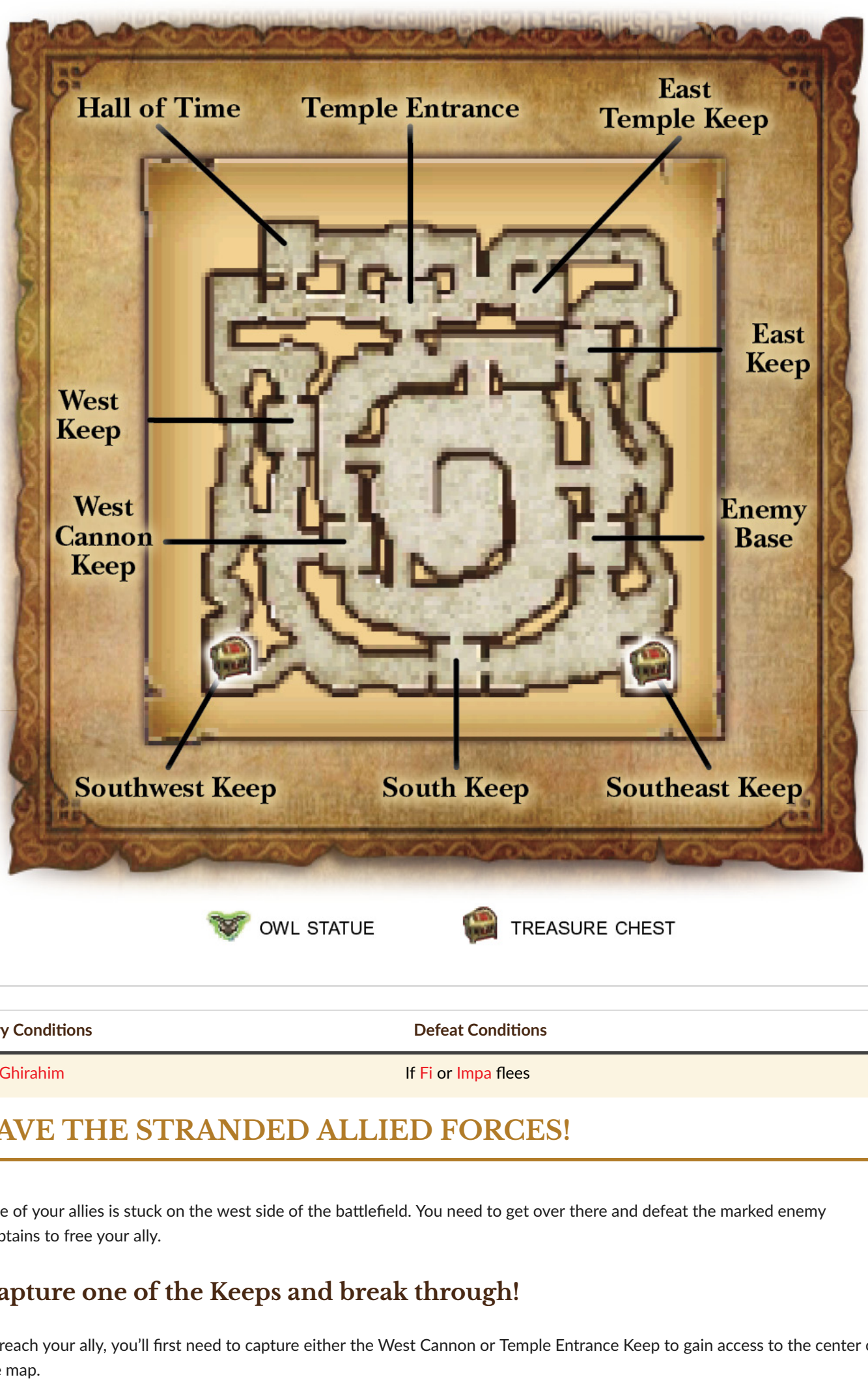
Unlockables
Ghirahim – Piece of Heart (Treasure)
Fairy Clothing: Top (Treasure)

Search Item
Power Bracelet: Ghirahim – Heart Container (A-Rank)



A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

SEALED GROUNDS



Victory Conditions	Defeat Conditions
Defeat Ghirahim	If Fi or Impa flees

SAVE THE STRANDED ALLIED FORCES!

One of your allies is stuck on the west side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Capture one of the Keeps and break through!

To reach your ally, you'll first need to capture either the West Cannon or Temple Entrance Keep to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the South or East Keep to reach your ally. Once you defeat the marked enemies that are attacking your ally, the mission will be finished.

DEFEAT THE ENEMY COMMANDER

You can find Ghirahim in the Enemy Base Keep.

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Adventure Mode

D-6

DEFEAT 600 ENEMIES IN TIME!

Unlockables
Power Bracelet
Agitha – Piece of Heart (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Adventure Mode
D-7

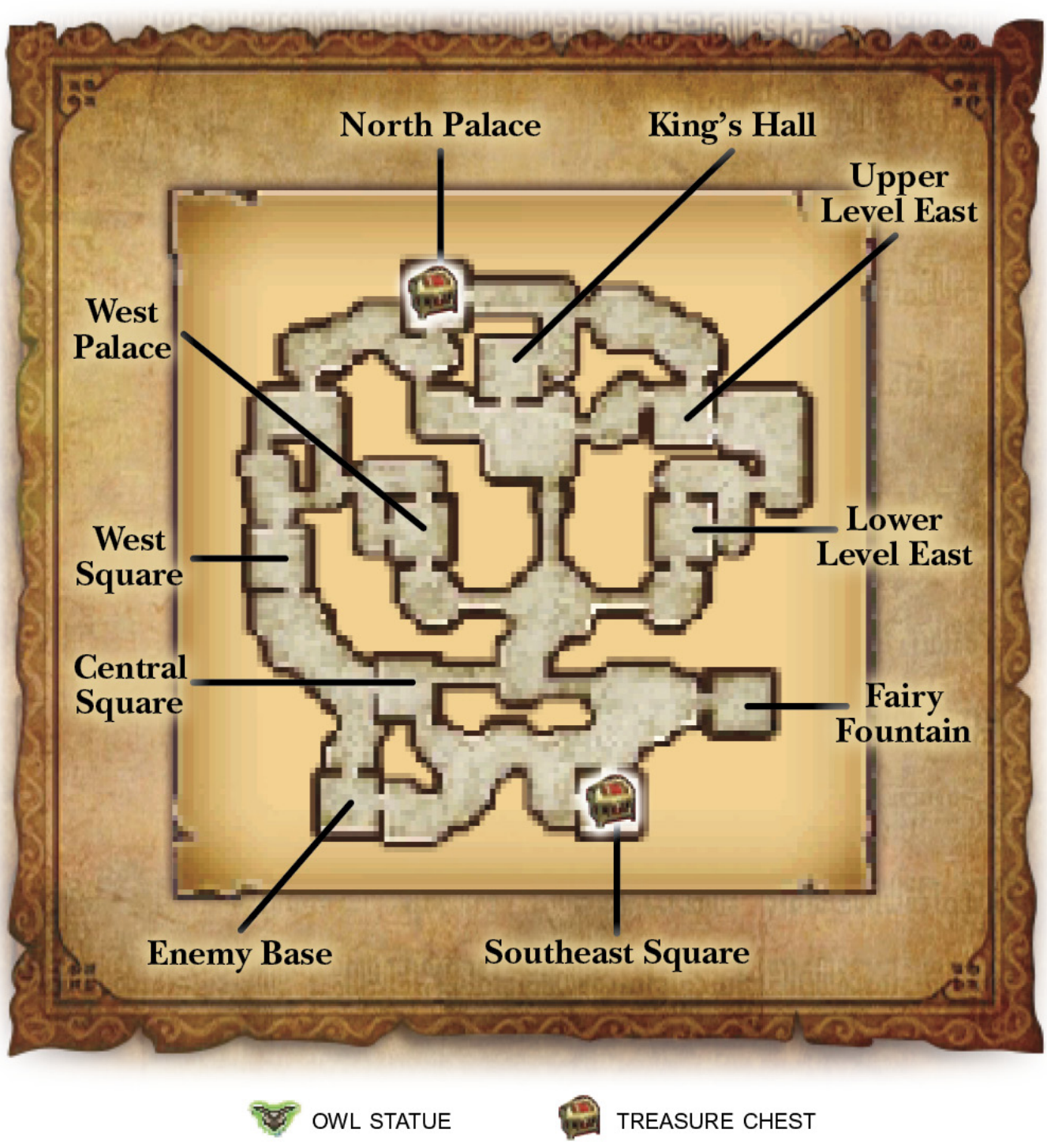
ADVENTURE BATTLE: FIGHT AS A WARRIOR OF DARKNESS!

Unlockables
Zant – Heart Container (Treasure)
Zant – Piece of Heart (Treasure)

Search Item
Water Bombs: Agitha (Victory Reward)

A-Rank
KOs – 1,200 enemies or more
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

PALACE OF TWILIGHT



Victory Conditions	Defeat Conditions
Defeat Zant	If Midna flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your map to progress the mission.

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Hyrule Warriors Legends

Adventure Mode
D-8

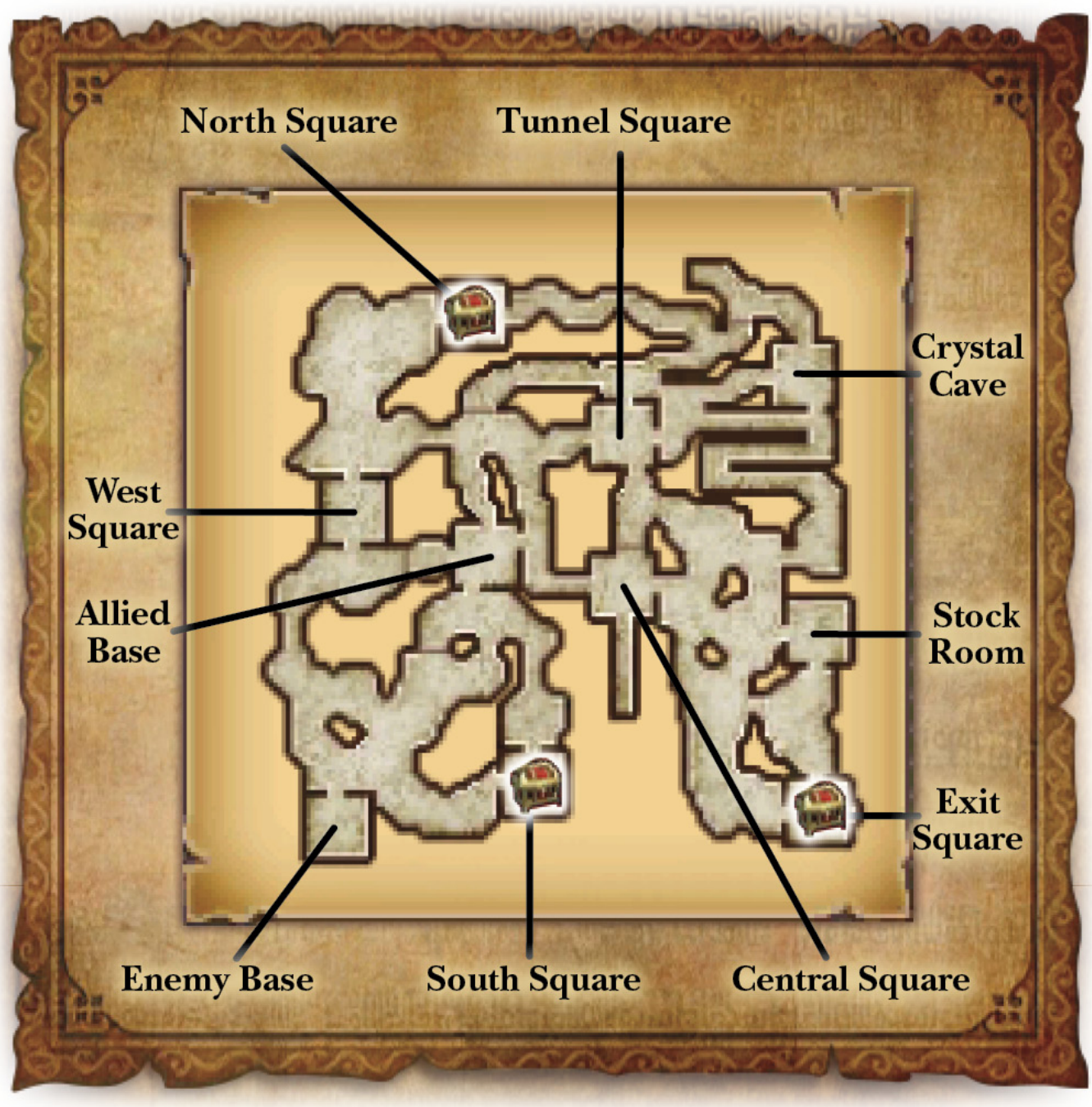
DUNGEON 1: DEFEAT THE ISLAND BEAST!

Unlockables
Power Bracelet
Young Link – Heart Container (A-Rank)
Young Link – Piece of Heart (Treasure)
1,000 KO Gold Skulltula
Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

ELDIN CAVES



Victory Conditions	Defeat Conditions
Defeat Big Poe	If Zelda flees or Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

There are two Bombchus on the map that will begin going after your Keeps one at a time. The northeastern Bombchu will move first, followed by the southwestern one. Take them out in that order and waste no time doing so; if one of them blows up in a Keep, you will instantly lose it.

DEFEAT THE ENEMY COMMANDER

You can find Ruto in the Enemy Base Keep. You'll need to grab the Boss Key from the North Square Keep before the Enemy Base will open for you. After you grab the Boss Key, approach the Enemy Base Keep's gates and they'll open automatically for you.

DEFEAT KING DODONGO TO WIN

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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Adventure Mode
D-9

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Compass

Search Item
Tingle – Heart Container (A-Rank)

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 10 ENEMY CAPTAINS!

All of the enemy Captains for this Scenario are Shield Moblins. They have only one ranged attack (when they throw their spear), so defeating them is just a matter of bringing a Bow to a sword fight. Using Link and his Master Sword is very helpful for this battle. Using Link's Regular-Regular-Combo attack with the Master Sword shoots out three beams that damage and knock foes back, making cleaning out entire groups of enemies effortless.

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Adventure Mode
D-10

DEFEAT ALL ENEMIES!
Unlockables
Power Bracelet
Twili Midna – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

A DINOLFOS AND A DARKNUT

These two are likely the easiest Captains in the game. Both of them have very easily revealed Weak Point Marks that can almost always be deplete in one try. For Dinolfos, attack it until it knocks you back with a Force Blast. It will very likely either shoot out a line of fire directly in front of itself, or it'll create a wall of fire in a quarter circle, then do a lunge attack; both attacks will reveal its Weak Point Mark.

You can reveal the Darknut's Weak Point Mark by facing it, hitting one time while near it, then quickly dashing behind it. If the Darknut lifted its shield to block your attack, it'll become dizzy when you roll behind it, making its Weak Point Mark appear.

A DINOLFOS AND DARK RUTO

Ruto is only a threat at long-range. If you're near her, however, she'll struggle to hit you with attacks, almost all of which can be blocked. Just stand near her with your guard up to get her to attack with a Combo Attack and subsequently reveal her Weak Point Mark. Be careful when she does her Combo Attack that creates a dome of water around her; that attack can break your guard, but it's easily avoided by dashing away.

A DINOLFOS, AN AERALFOS, AND RUTO

You already know how to beat Dinolfos and Ruto, so we'll focus on Aeralfos. Like Dinolfos, to reveal Aeralfos' Weak Point Mark, you just need to attack it relentlessly. If you continuously attack it, it'll fly into the air. Stand behind or to the side of it and wait for it to attack. It'll either do a downward stab with its weapon or sweep the area in front of it with its fire breath. Both attacks will reveal its Weak Point Mark once the Aeralfos drops to the ground. Hit it with a Weak Point Smash or two and it'll be done for.

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Adventure Mode
D-11

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Compass
Ruto – Piece of Heart (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 20 ENEMY CAPTAINS!

The Captains you must defeat in this Scenario are Fiery Aeralfos. Aside from the ability to spit a fireball while on the ground, they don't have any methods of attacking you that really pose a threat. Stick to a ranged weapon or the Bow and Arrow Item and pick them off one at a time and you'll be fine.

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Adventure Mode
D-12

DEFEAT ALL ENEMIES!
Unlockables
Candle
Young Link – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

TWO REDEAD KNIGHTS

These enemies are pretty easy to defeat. Use ranged attacks if you have them, or move in for close-range attacks. When they begin to suck light blue air into their mouths, roll away. They'll spit their stun breath in a circle around them, which will freeze you if you're caught in it. As soon as the breath subsides, their Weak Point Mark will appear. Deplete it to do a Weak Point Smash.

WIZZRO AND A BIG POE

You can attack either enemy first, but just know that Wizzro is great at blanketing an area with his projectile attacks, so make sure to keep your eyes on him as much as possible. If you manage to fill up your Special Attack bars, use them on Wizzro. It's hard to get him to reveal his Weak Point Mark, but he is quite susceptible to Special Attacks.

VOLGA, A REDEAD KNIGHT, AND A FIERY AERALFOS

Volga is the fastest of these enemies, so you can challenge him first so long as you draw him away from his allies. Hit him repeatedly until he does his lunge attack. His Weak Point Mark will appear as soon as he completes the attack, so be ready to deplete it. Hit him with a few Weak Point Smashes and he'll be finished in no time.

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Hyrule Warriors Legends

Adventure Mode
D-13

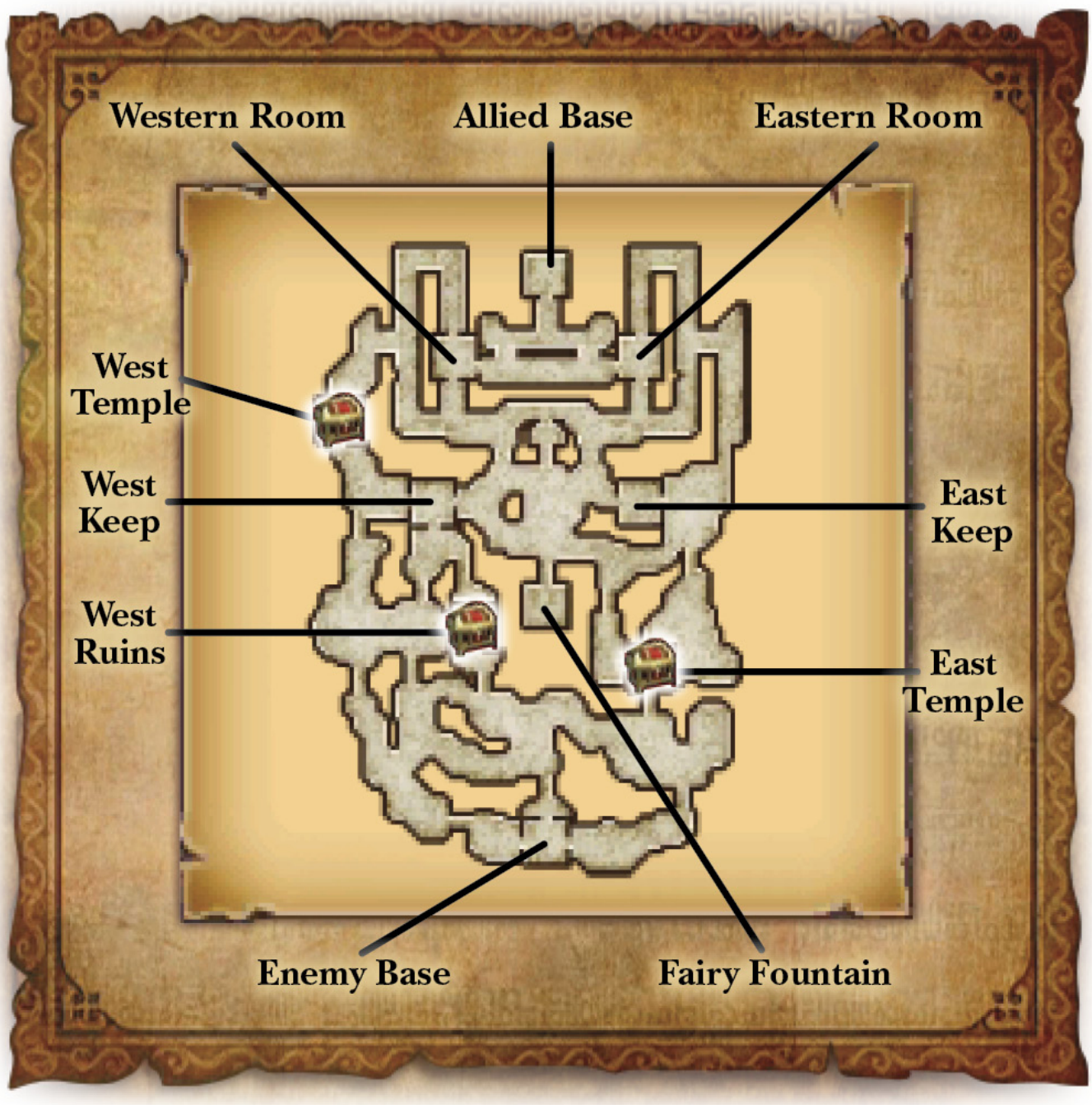
DUNGEON 2: DEFEAT THE CLIFF BEAST!

Unlockables
Raft
Sheik – Heart Container (A-Rank)
Sheik – Piece of Heart (Treasure)
1,000 KO Gold Skulltula
Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

VALLEY OF SEERS



Victory Conditions	Defeat Conditions
Defeat Ruto	If Darunia flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

DEFEAT THE ENEMY COMMANDER

You can find Ruto in the Enemy Base Keep. You'll need to grab the Boss Key from the Fairy Fountain Keep before the Enemy Base will open for you. After you grab the Boss Key, approach the Enemy Base Keep's gates and they'll open automatically for you.

DEFEAT GOHMA TO WIN

Gohmas are probably the easiest of the Giant Boss monsters in *Hyrule Warriors*. Wait until they fire their laser, dodge it and then shoot them in the eye with the Bow to make their Weak Point Mark appear. Perform a Weak Point Smash. Rinse. Repeat.

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HYRULE WARRIORS LEGENDS

Adventure Mode

D-14

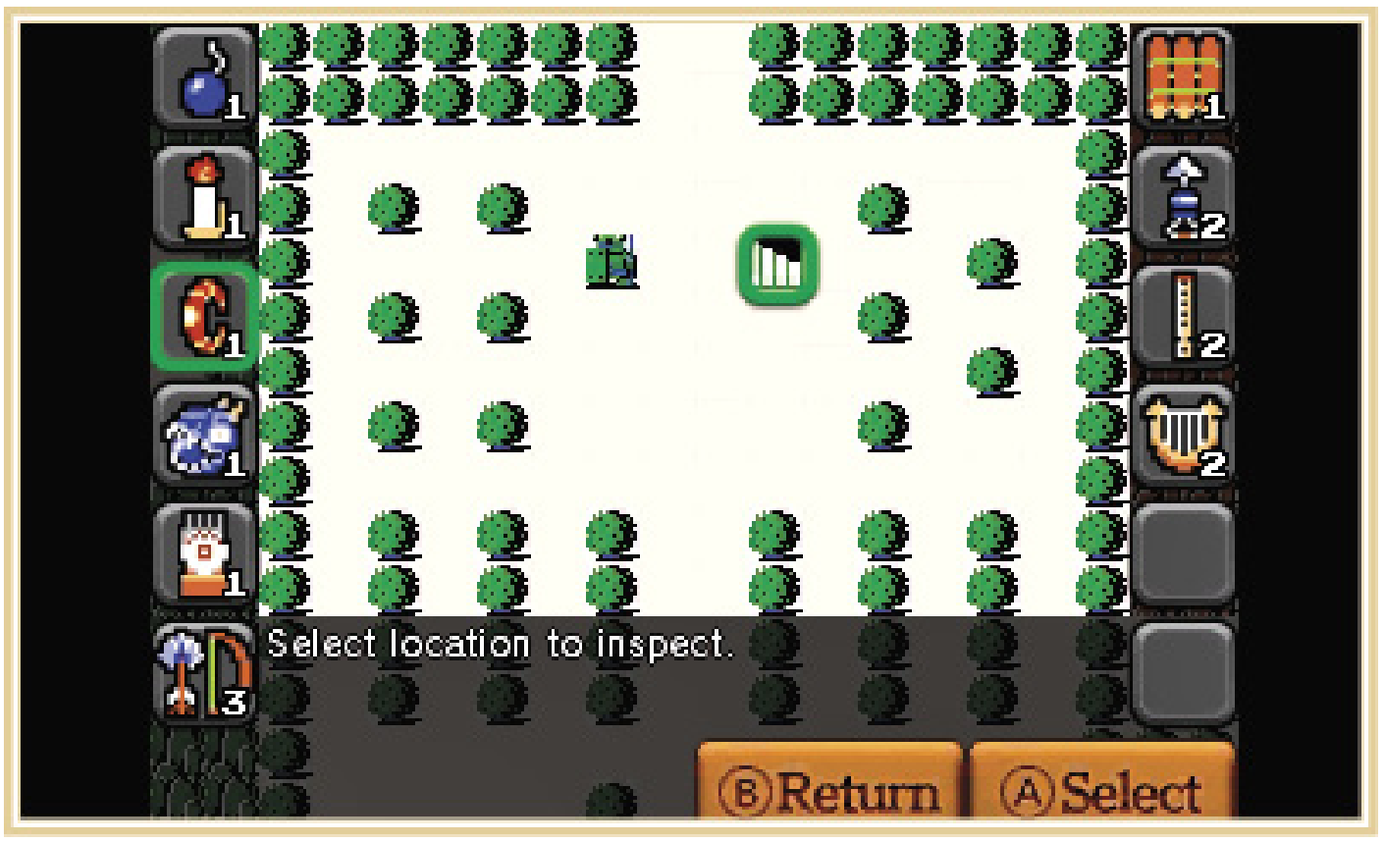
DEFEAT 500 ENEMIES IN TIME!

Unlockables

Bombs

Search Item

Power Bracelet: Ruto – Heart Container (A-Rank)



A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Adventure Mode
D-15

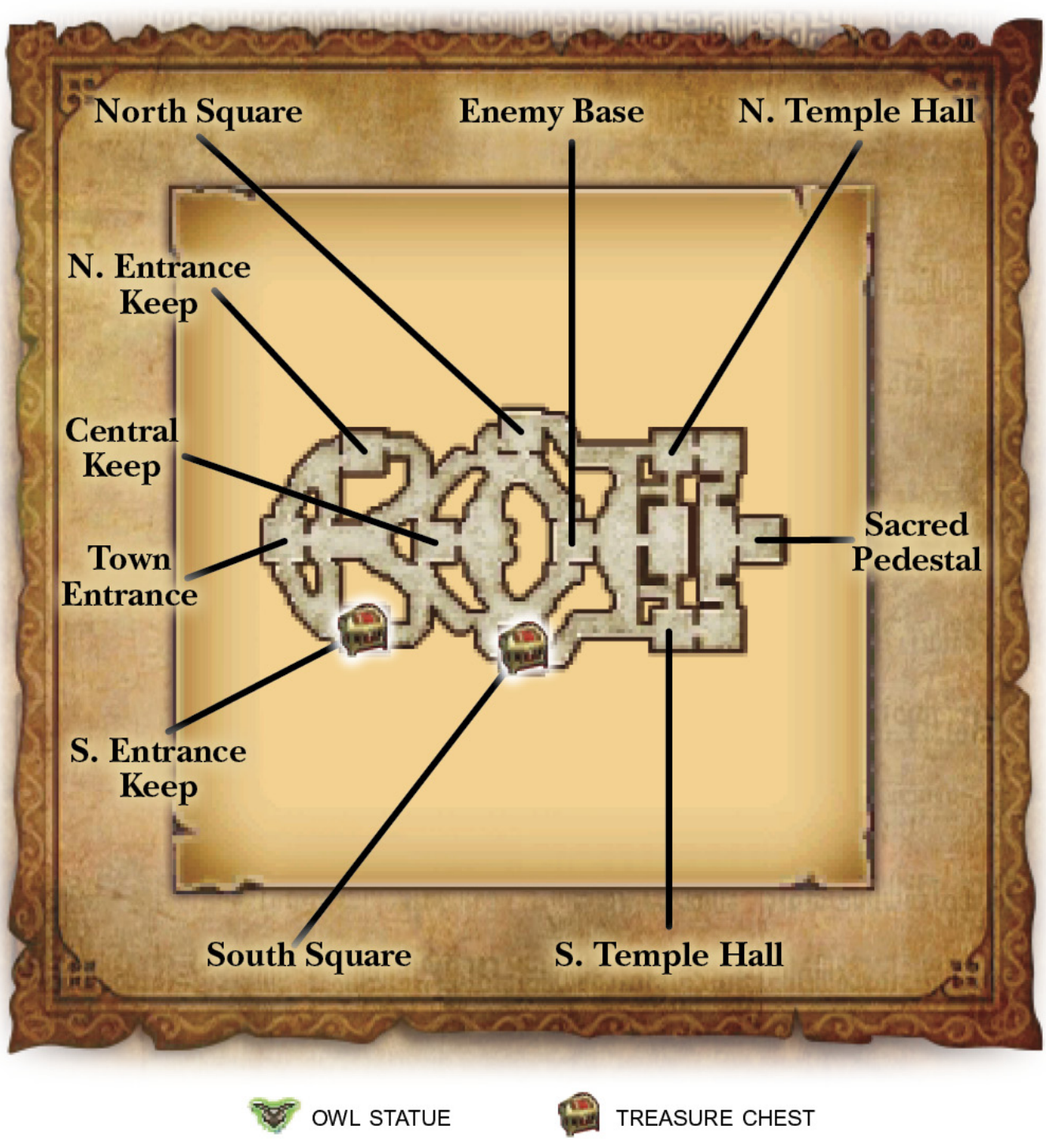
ADVENTURE BATTLE: WATCH OUT FOR THIEVES!

Unlockables
Impa – Piece of Heart (Treasure)
Fairy Clothing: Jewelry (Treasure)

Search Item
Water Bombs: Impa – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

TEMPLE OF THE SACRED SWORD



Victory Conditions	Defeat Conditions
Defeat Zent	If Zelda or Ruto flees

SAVE THE STRANDED ALLIED FORCES!

One of your allies is stuck on the west side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Capture one of the Keeps and break through!

In order to reach your ally, you'll first need to capture either the N. Temple or S. Temple Keep to gain access to the west side of the map.

After you capture one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the North or South Square Keep to reach your ally. Once you reach your ally, the mission will be complete.

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Hyrule Warriors Legends

Adventure Mode
D-16

NOTE

In order to reach C-16, you must use a Raft Search Item on the square shown in the screenshot above.

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Harp
Skull Kid – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

MISSION BRIEFING

In this fight you'll have to fight Gohma, Argorok and The Imprisoned. Defeating three Giant Bosses in under ten minutes is pretty intense, so you're going to have to fight smart. Make sure to defeat the Magic Jar Transport Captain when it appears. You can activate Focus Spirit and immediately end it with a Focus Spirit Attack by pressing the Strong Attack button. This attack will reveal the Weak Point gauge of almost any Captain, Warrior, or Giant Boss if used on them, so make sure to use it on one of the Giant Bosses with a full Weak Point gauge in this Scenario. Just be sure not to use it on The Imprisoned; it doesn't work on it at all.

It also doesn't hurt to grab the Triforce Pieces from the Triforce Piece Transport Captain. If your Special Attack does a decent amount of damage to a giant boss, then use it rapidly whenever waiting for the opportunity to go after a Giant Boss's Weak Point gauge. Just make sure not to use your Special Attack when the Giant Boss's Weak Point gauge is out; it won't deplete the Mark very quickly and you'll lose an opportunity to perform a Weak Point Smash.

GOHMA

Gohmas are probably the easiest of the Giant Boss monsters in *Hyrule Warriors*. Wait until they fire their laser, dodge it, and then shoot them in the eye with the Bow to make their Weak Point gauge appear. Perform a Weak Point Smash. Rinse. Repeat.

THE IMPRISONED

In order to defeat The Imprisoned, you need to destroy its toes. You'll need to watch out for the shock waves it creates when it steps, so alternate between feet whenever The Imprisoned is walking. Once you destroy all of its toes, it'll fall over and its Weak Point gauge will appear. Repeat this and perform a handful of Weak Point Smashes to win.

ARGOROK

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point gauge. Perform some Weak Point Smashes to bring Argorok down for good.

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Hyrule Warriors Legends

Adventure Mode
E-1

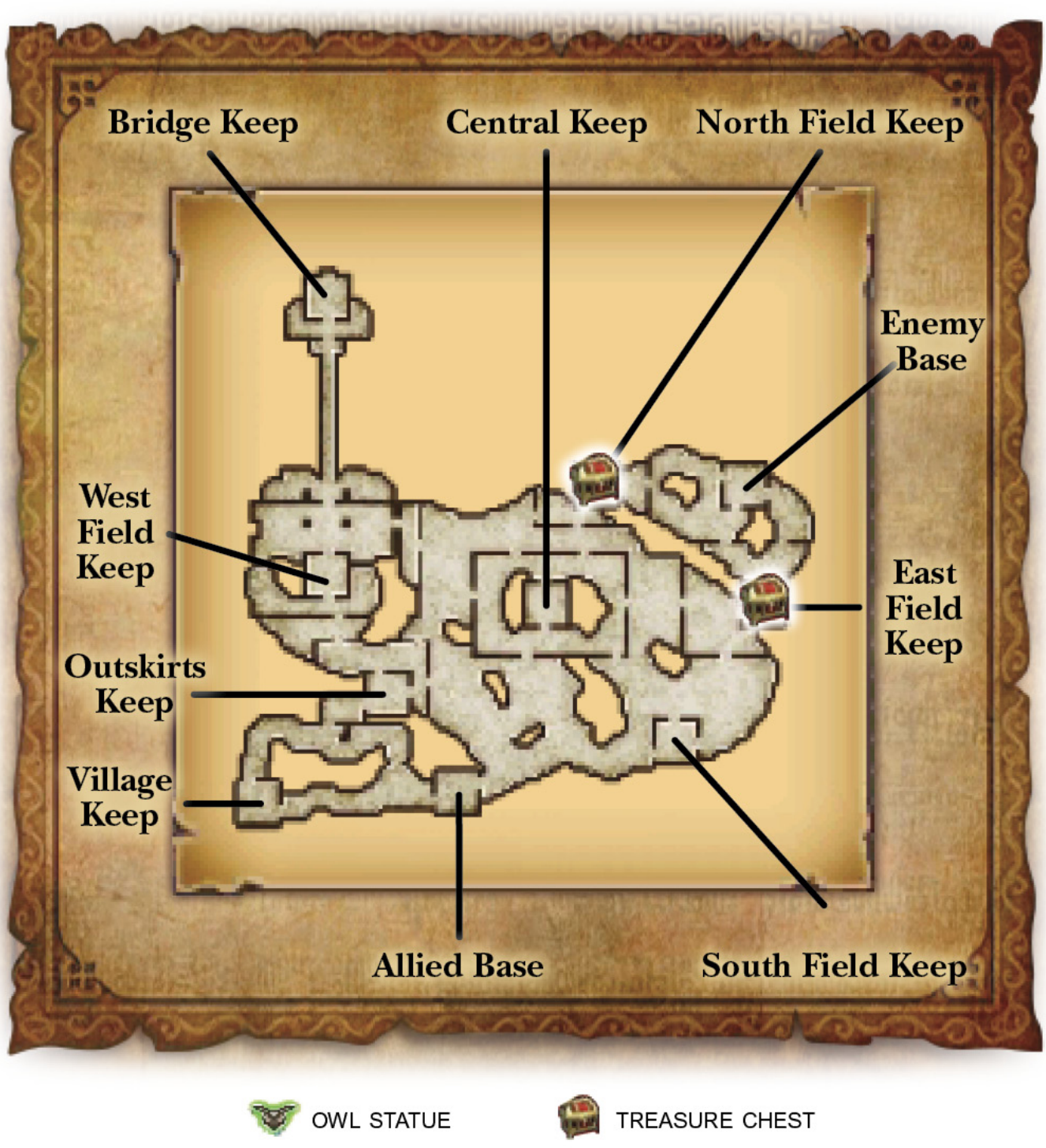
ADVENTURE BATTLE: DEFEAT THE DARKNUT FORCES!

Unlockables
Agitha – Piece of Heart (Treasure)
Fairy Clothing: Make-Up (Treasure)

Search Item
Digging Mitts: Agitha – Heart Container (A-Rank)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

TWILIGHT FIELD



Victory Conditions	Defeat Conditions
Defeat Zant	If Agitha flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

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Adventure Mode

E-2

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Ice Arrow
Toon Link – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Adventure Mode
E-3

MAKE MUSIC

You must use a Recorder on the lake in order to make this Scenarios enemies appear.

DUNGEON 7: DEFEAT THE PRIMORDIAL BEAST!

Unlockables
Ladder
Sheik – Piece of Heart (Treasure)
1,000 KO Gold Skulltula
Second Gold Skulltula

Search Item
Digging Mitts: Skull Kid – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

SKYLOFT

Victory Conditions	Defeat Conditions
Defeat Impa	If Lana flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

DEFEAT THE ENEMY COMMANDER

You can find Impa in the Enemy Base Keep. You'll need to grab the Boss Key from the Fairy Fountain Keep before the Enemy Base will open for you. After you grab the Boss Key, approach the Enemy Base Keep's gates and they'll open automatically for you.

DEFEAT THE IMPRISONED TO WIN

To defeat The Imprisoned, destroy its toes. You'll need to watch out for the shock waves it creates when it steps, so alternate between feet whenever The Imprisoned is walking. Once you destroy all of its toes, it'll fall over and its Weak Point gauge will appear. Repeat this and perform a handful of Weak Point Smashes to win.

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Adventure Mode

E-4

DEFEAT 700 ENEMIES IN TIME!

Unlockables

Harp

Search Item

Water Bombs: Young Link – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Adventure Mode
E-5

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Power Bracelet

Search Item
Ice Arrows: Link's Costume – Zora Tunic

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 20 ENEMY CAPTAINS!

The Captains in the Scenario are all Icy Big Poes. They are some of the more challenging Captains to face in a Watch Out! Scenario, because of their ability to teleport and their excessive use of ranged attacks. Using your Bow and Arrow is a must here. Your best strategy will be to slowly defeat enemy soldiers to thin them out until you're close enough to shoot the Poes with the Bow and Arrow. Be on your guard and don't stop for a second.

We highly recommend that you bring Lana to this fight with all of her Kokiri Sword Badges activated and her Book of Sorcery. Her Regular-Regular-Regular-Combo-Combo-Combo attack makes it incredibly easy to sweep out enemy soldiers, giving you a clearer shot of the Big Poes.

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Hyrule Warriors Legends

Adventure Mode
E-6

USE A RAFT

In order to reach this stage, you must use a Raft on the dock in the F-6 Search Screen.

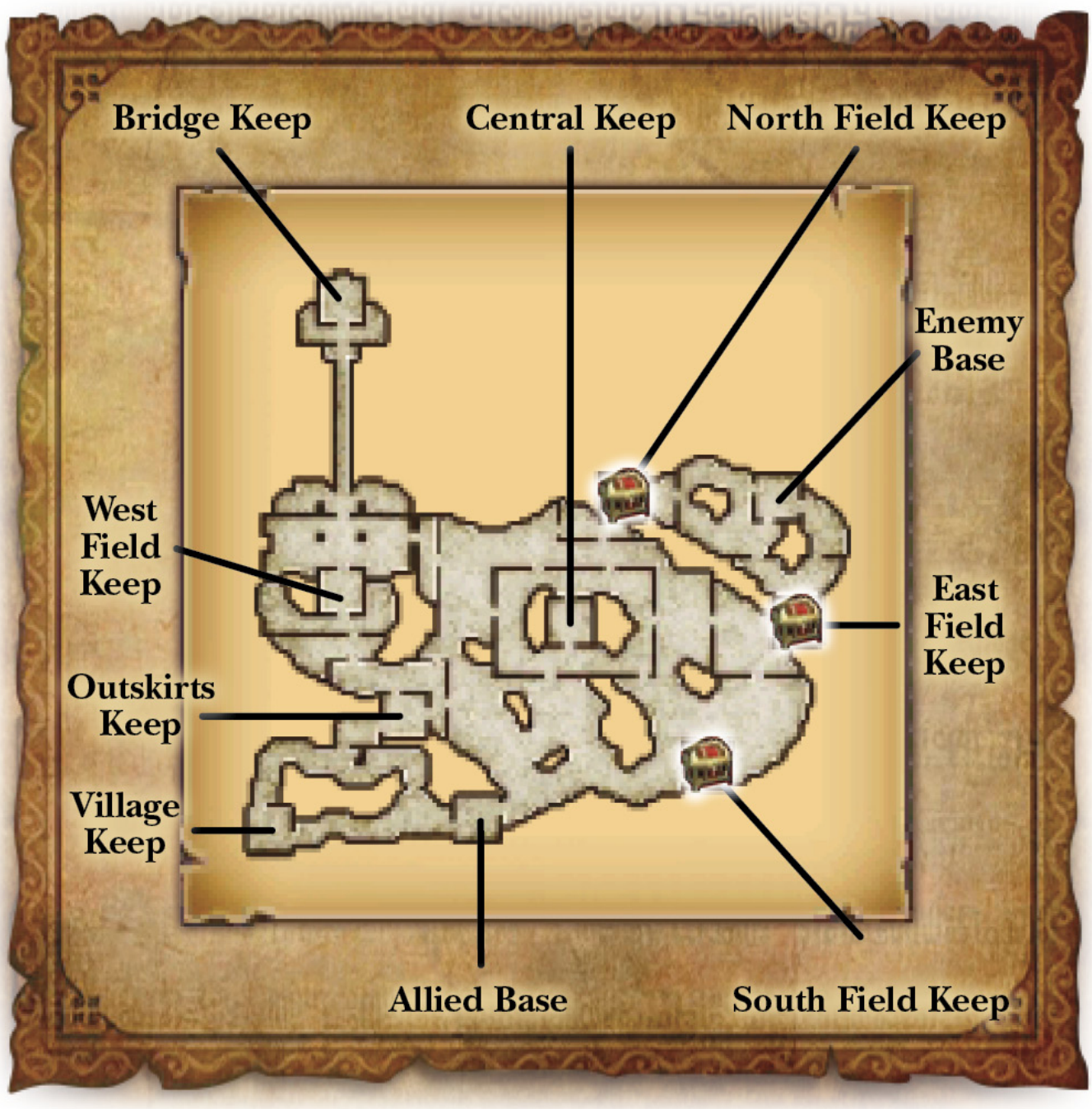
DUNGEON 4: DEFEAT THE OCEAN BEAST!

Unlockables
Water Bombs
Midna – Heart Container (A-Rank)
Twili Midna – Piece of Heart (Treasure)
1,000 KO Gold Skulltula
Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

TWILIGHT FIELD



OWL STATUE TREASURE CHEST

Victory Conditions	Defeat Conditions
Defeat Impa	If Zant flees or Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

There are three Bombchus on the map that will begin going after your Keeps one at a time. The western Bombchu will move first, followed by the southwestern one, then the eastern one. Take them out in that order and waste no time doing so; if one of them blows up in a Keep, you will instantly lose it. You'll have to be quick in taking out the western Bombchu, as the southwestern Bombchu will reach its destination before the western one will. The western Bombchu is right by your starting location, so take that one out first if you are strong enough. If not, restart the Scenario and race to the southwestern Bombchu's location.

Once you've finished defeating all of the Bombchus, you will have completed the mission and the enemy Commander's gates will open up.

DEFEAT THE ENEMY COMMANDER

You can find Impa in the Enemy Base Keep. You'll need to grab the Boss Key from the South Field Keep before the Enemy Base will open for you. After you grab the Boss Key, approach the Enemy Base Keep's gates and they'll open automatically for you.

DEFEAT MANHANDLA TO WIN

To defeat Manhandla, you need to wait until its stalks turn green and then hit them with the Boomerang. Once you've hit all four, Manhandla will uproot and its Weak Point gauge will be revealed. Hit it with a handful of Weak Point Smashes and you'll make short work of the monstrous man-eater.

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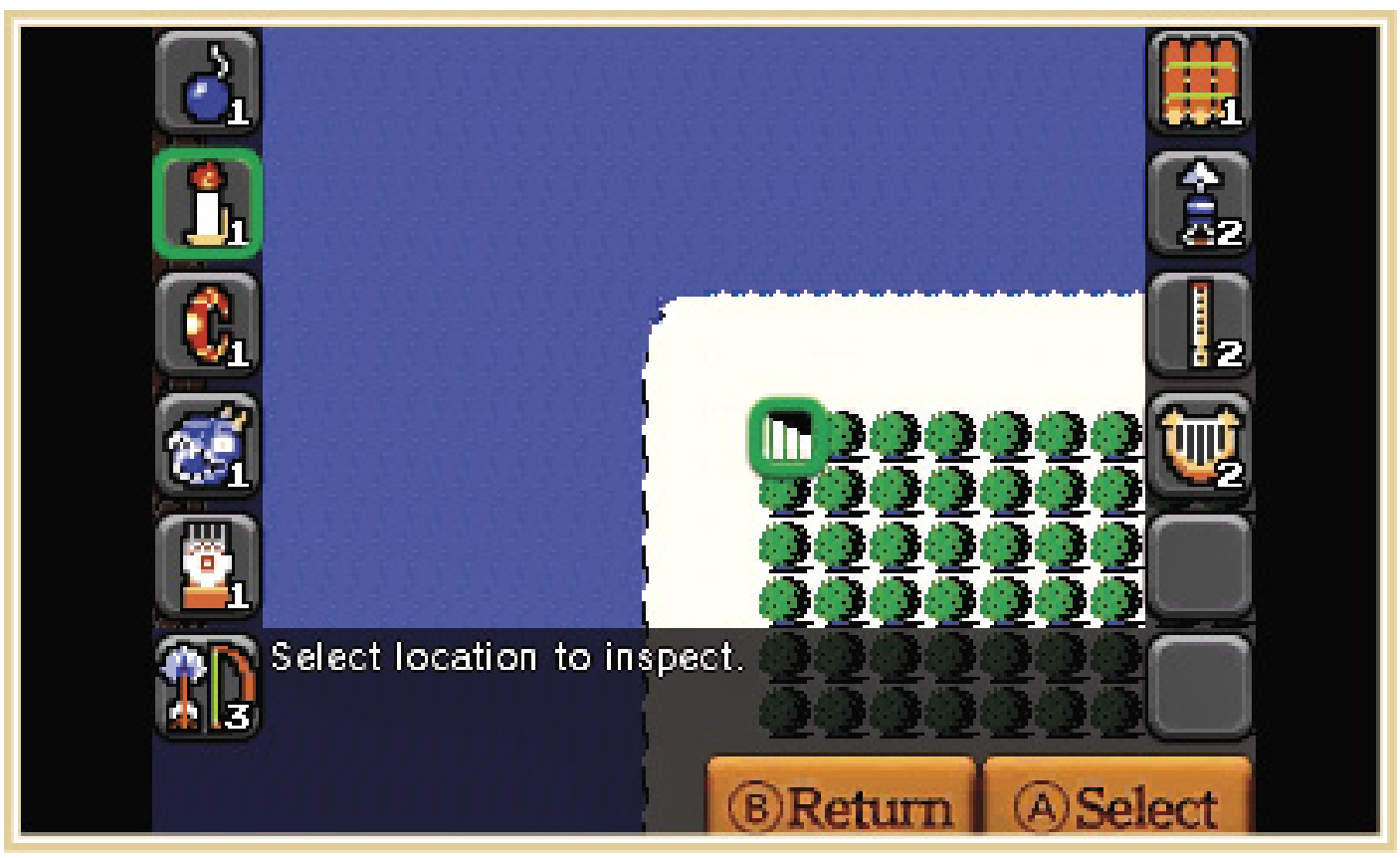
Hyrule Warriors Legends

Adventure Mode
E-7

ADVENTURE BATTLE: DEFEAT THE MOBLIN FORCES!

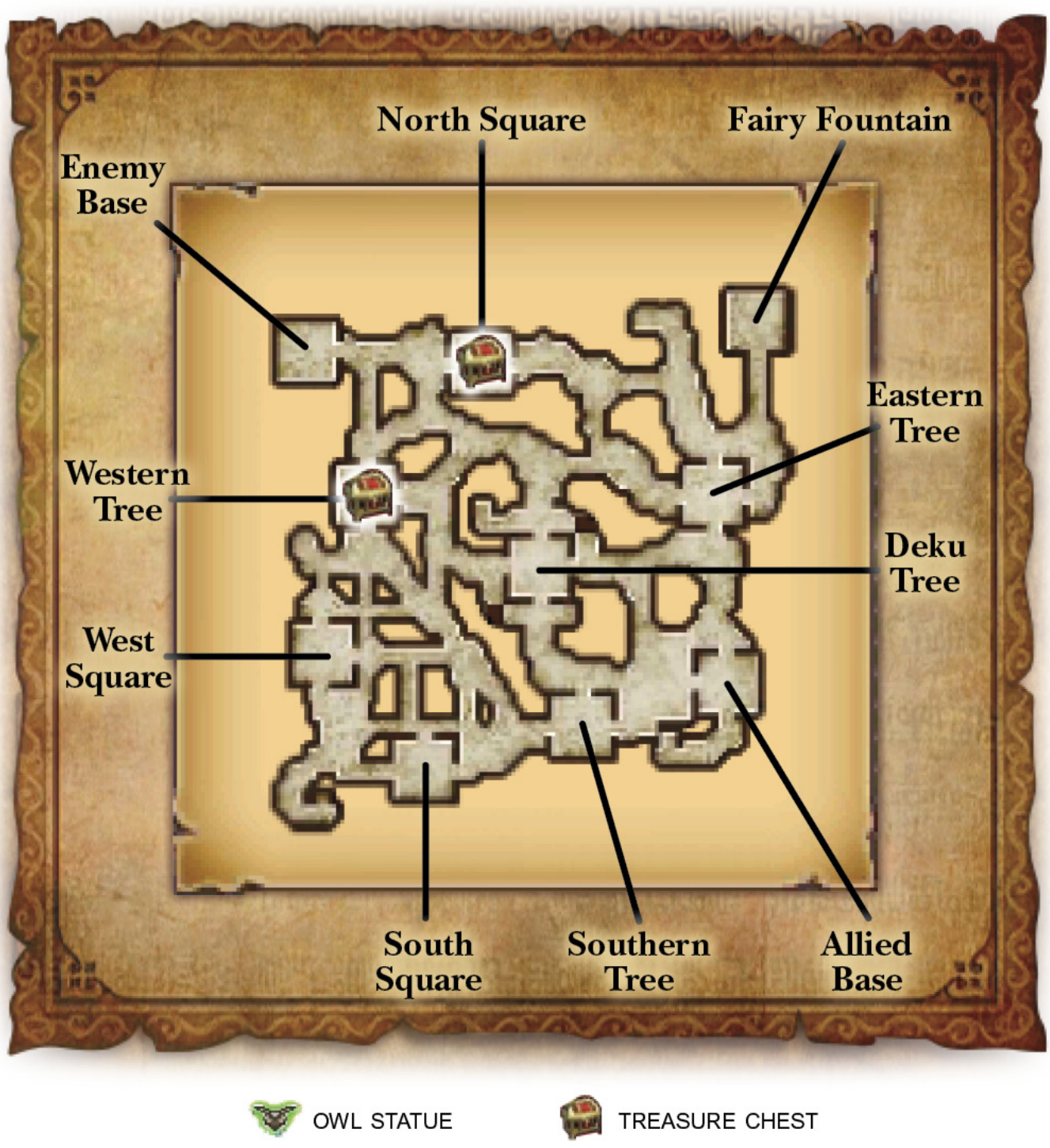
Unlockables
Toon Link – Piece of Heart (Treasure)
Fairy Clothing: Headwear (Treasure)
Fairy Food: Plant

Search Item
Candle: Tingle – Heart Container (A-Rank)



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

FARON WOODS



Victory Conditions	Defeat Conditions
Defeat Moblin	If Sheik flees or Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, you'll then be tasked with recapturing that Keep.

There are two Bombchus on the map that will begin going after your Keeps one at a time. The central Bombchu will move first, followed by the northern one. Take them out in that order and waste no time doing so; if one of them blows up in a Keep, you will instantly lose it. Once you've finished defeating all of the Bombchus, you will have completed the mission and the enemy Commander's gates will open up.

DEFEAT THE ENEMY COMMANDER

You can find Moblin in the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Adventure Mode

E-8

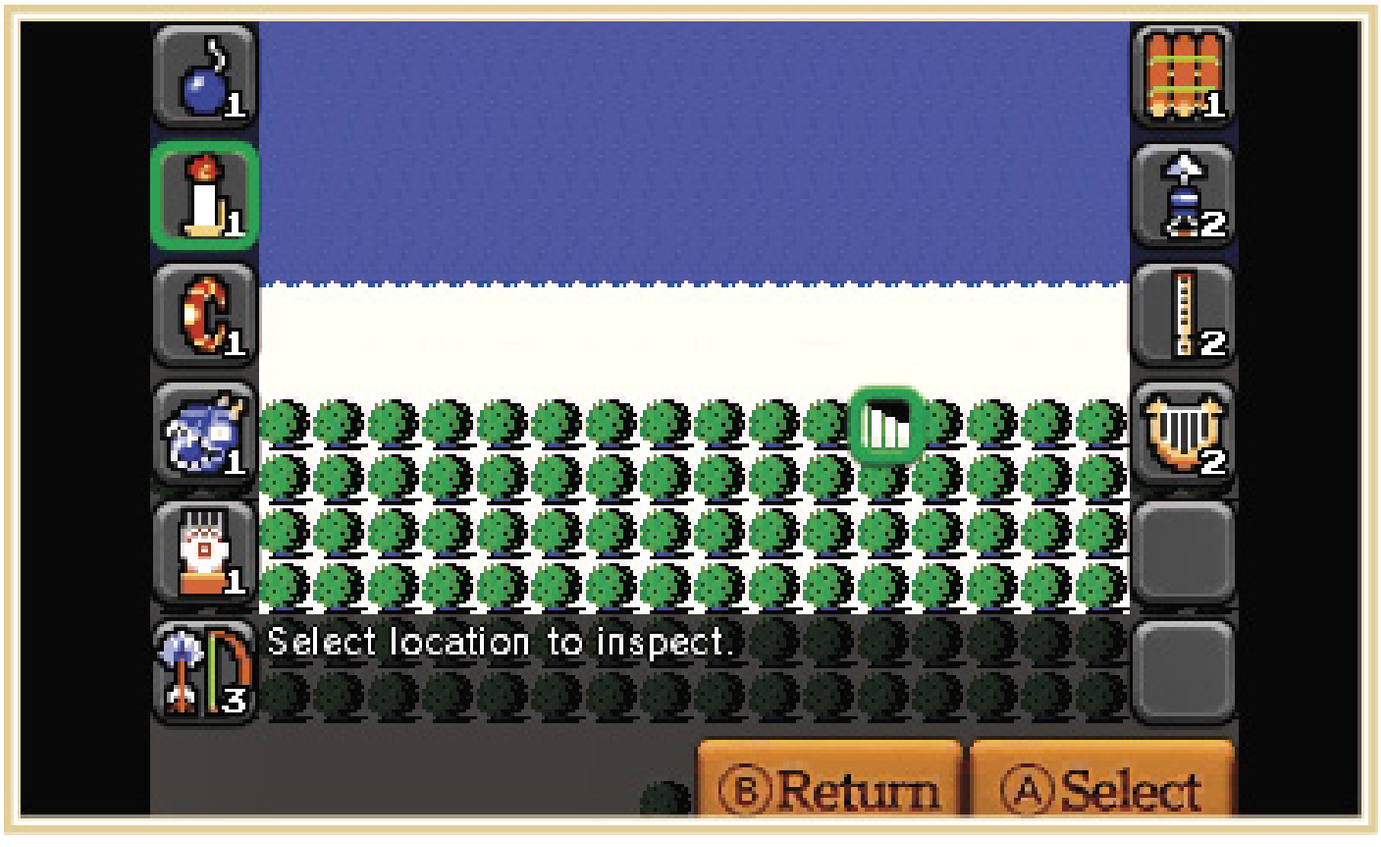
DEFEAT 400 ENEMIES IN TIME!

Unlockables

Bombs

Search Item

Candle: Lana – Heart Container (A-Rank)



A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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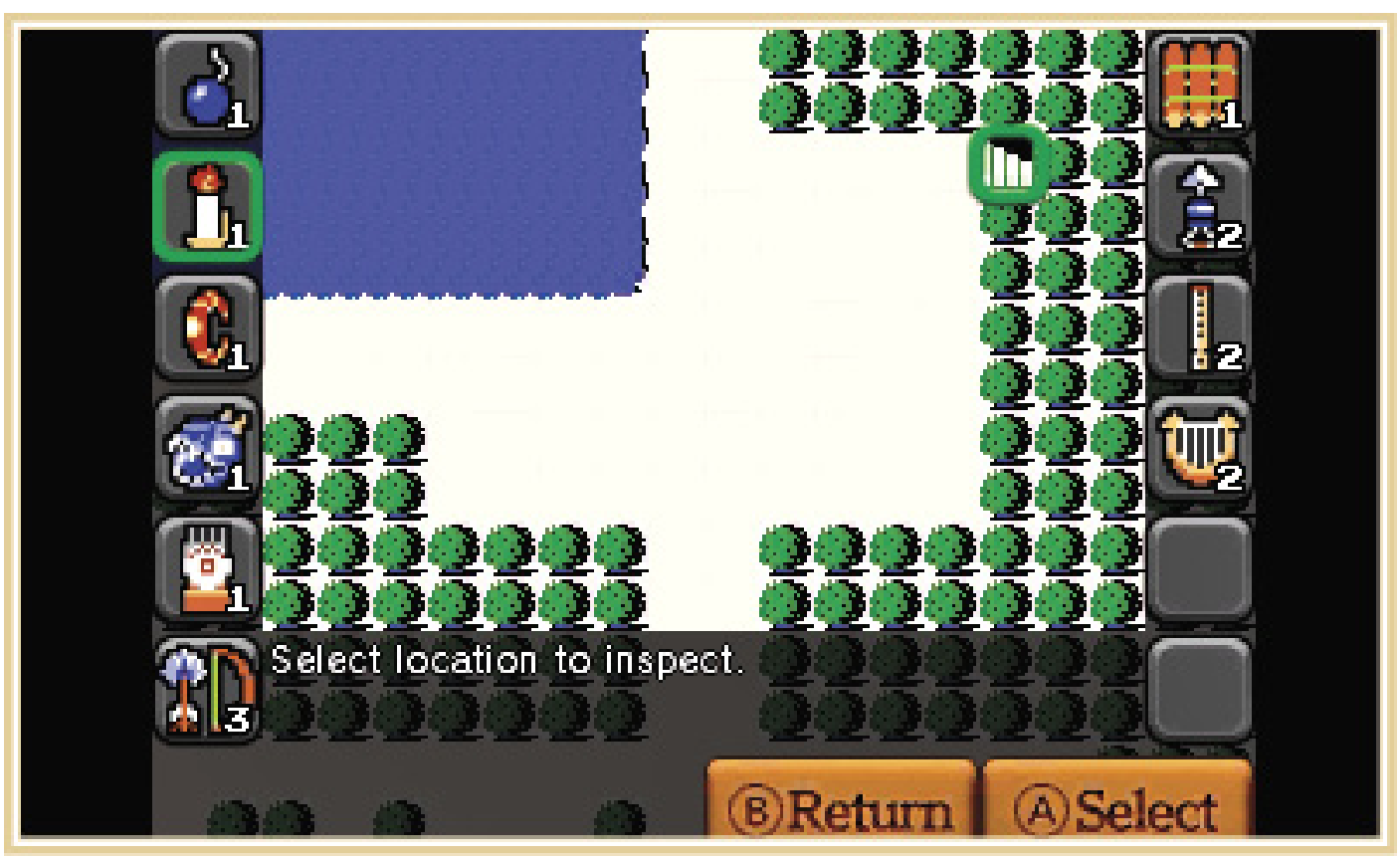
Hyrule Warriors Legends

Adventure Mode
E-9

ADVENTURE BATTLE: DEFEAT THE ENEMY FORCES!

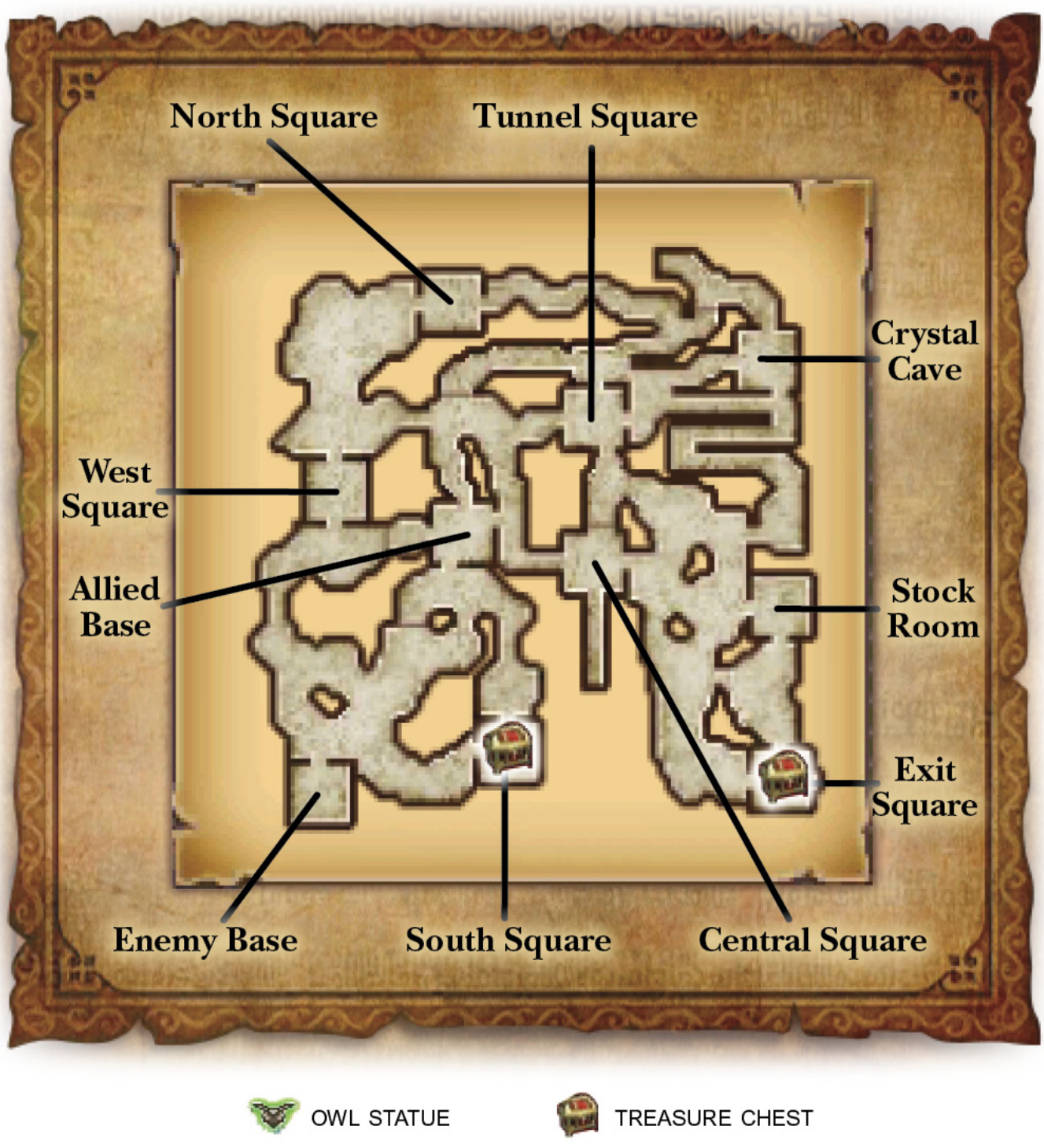
Unlockables
Tingle – Piece of Heart (Treasure)
Fairy Clothing: Top (Treasure)

Search Item
Candle: Toon Link – Heart Container (A-Rank)



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

ELDIN CAVES



Victory Conditions	Defeat Conditions
Defeat Volga	If Zelda flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

An Allied Cucco appears shortly after the start of the Scenario. Keep it safe and it'll continuously call more Cucco fighters to fight for your army as you defeat more enemies.

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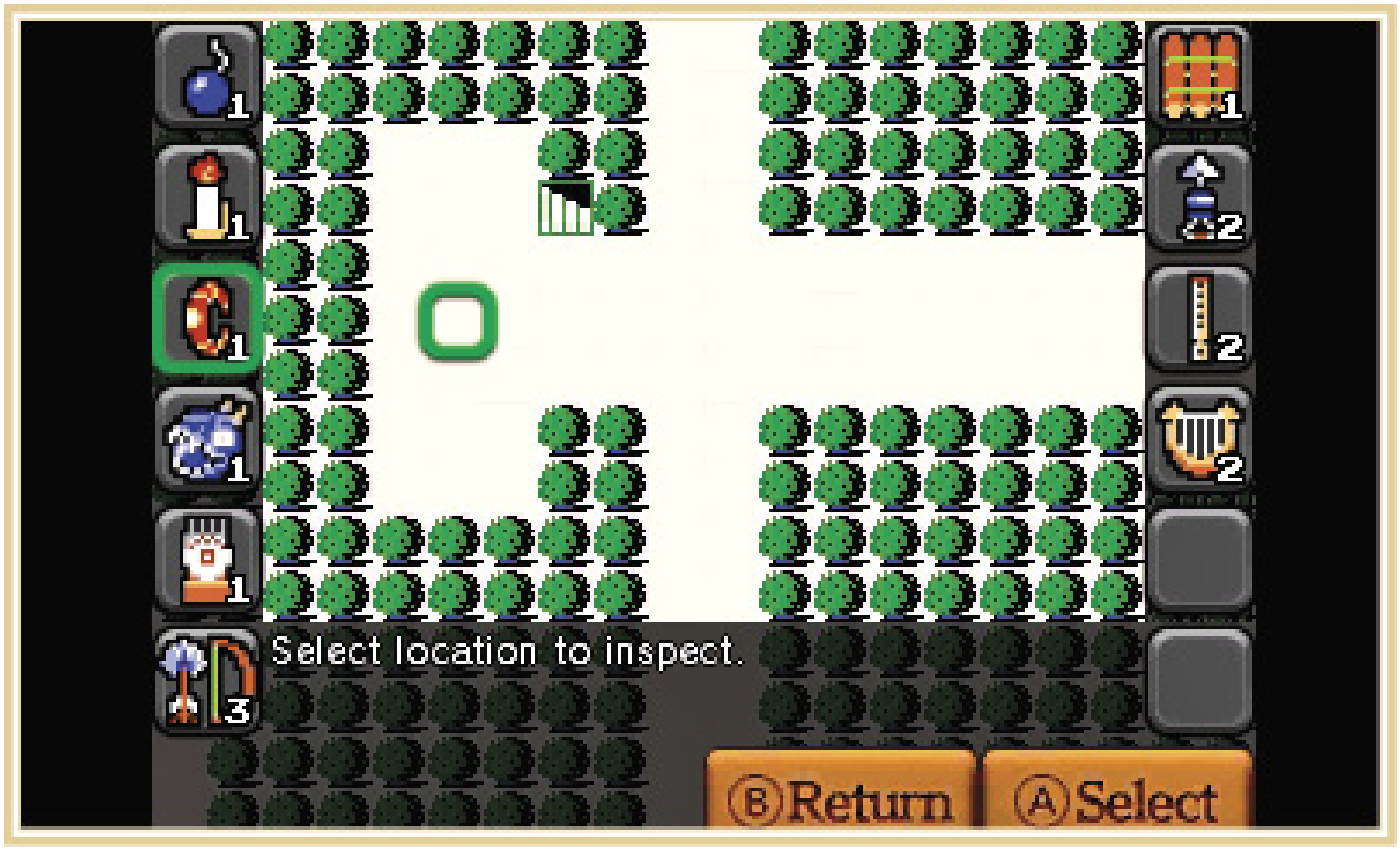
Hyrule Warriors Legends

Adventure Mode
E-10

ADVENTURE BATTLE: FIGHT AS A WARRIOR OF FIRE!

Unlockables
Darunia – Heart Container (Treasure)
Darunia – Piece of Heart (Treasure)
Fairy Clothing: Bottoms (Treasure)

Search Item
Power Bracelet: Princess Ruto (Victory Reward)



A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

LAKE HYLIA

Victory Conditions	Defeat Conditions
Defeat Ruto	If Sheik flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

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Adventure Mode

E-11

DEFEAT 500 ENEMIES IN TIME!

Unlockables
Compass
Midna – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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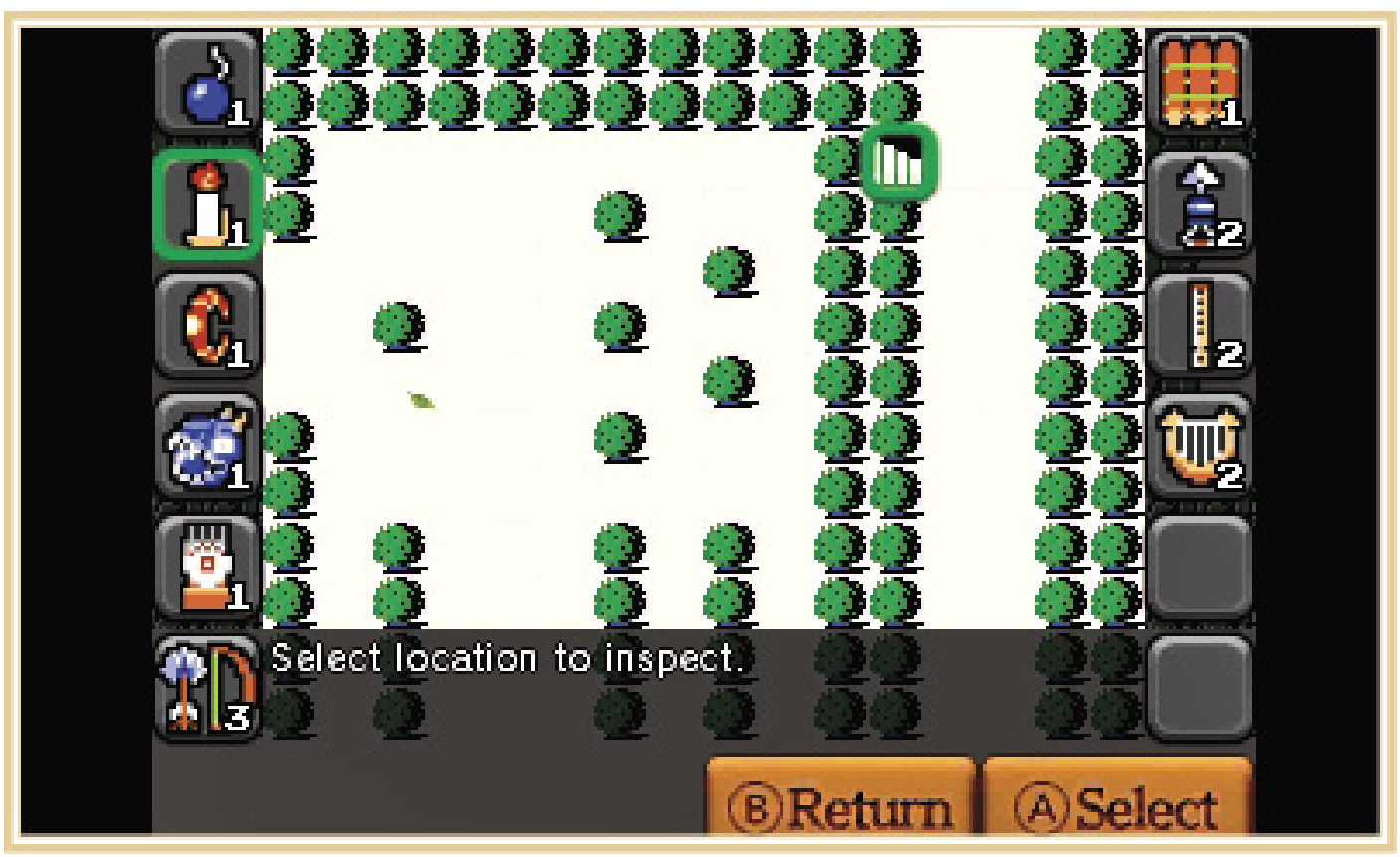
Hyrule Warriors Legends

Adventure Mode
E-12

ADVENTURE BATTLE: DEFEAT THE WARRIORS IN TIME!

Unlockables
Zelda – Piece of Heart (Treasure)
Fairy Clothing: Jewelry (Treasure)

Search Item
Candle: Zelda – Heart Container (A-Rank)



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

LAKE HYLIA

Victory Conditions	Defeat Conditions
Defeat Darunia	If Impa flees or Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

There are three Bombchus on the map that will begin going after your Keeps one at a time. The south Bombchu will move first, followed by the eastern one, then the northern one. Take them out in that order and waste no time doing so; if one of them blows up in a Keep, you will instantly lose it. Once you've finished defeating all of the Bombchus, you will have completed the mission and the enemy Commander's gates will open up.

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Adventure Mode
E-13

FIGHT THROUGH THE TRIBE QUIZ!

Unlockables
Compass
Ghirahim – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT THE ONE WHO LIVES IN WATER

The correct answer is Ruto.

DEFEAT THE CHIEF OF THE SHEIKAH TRIBE

The correct answer is Impa.

DEFEAT THE ONE FROM THE MOUNTAIN

The correct answer is Darunia.

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Hyrule Warriors Legends

Adventure Mode
E-14

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Candle

Search Item
Candle: Ruto – Heart Container (A-Rank)

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 20 ENEMY CAPTAINS

The enemy Captains in need of slaying in this Scenario are Darknuts. They are sluggish, melee-focused monsters that will pose very little threat to you. They can throw their swords, but the swords fly rather slowly and the Darknuts telegraph the attack. Their sword hand glows bright blue just before they throw it.

Princess Ruto is actually a pretty good match-up for these stages. All of her Combo Attacks fill the bar underneath her Health Bar. If you press Combo Attack when you have a bit of that bar full, then press it again, Ruto will throw out a wave that can travel great distances, moves at incredible speeds, and will destroy all enemies it touches—it works a lot like Link's Regular-Regular-Combo attack with the Master and Hylian Sword. To top it off, once she depletes that bar, she'll create an enormous wave that will sweep an area clean of any enemies you haven't yet defeated. Make sure to use Combo Attacks frequently to fill up her water bar—you don't even need to use them on enemies to fill up the bar—and you'll be able to take out these enemies with little to no trouble.

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HYRULE WARRIORS LEGENDS

Adventure Mode
E-15

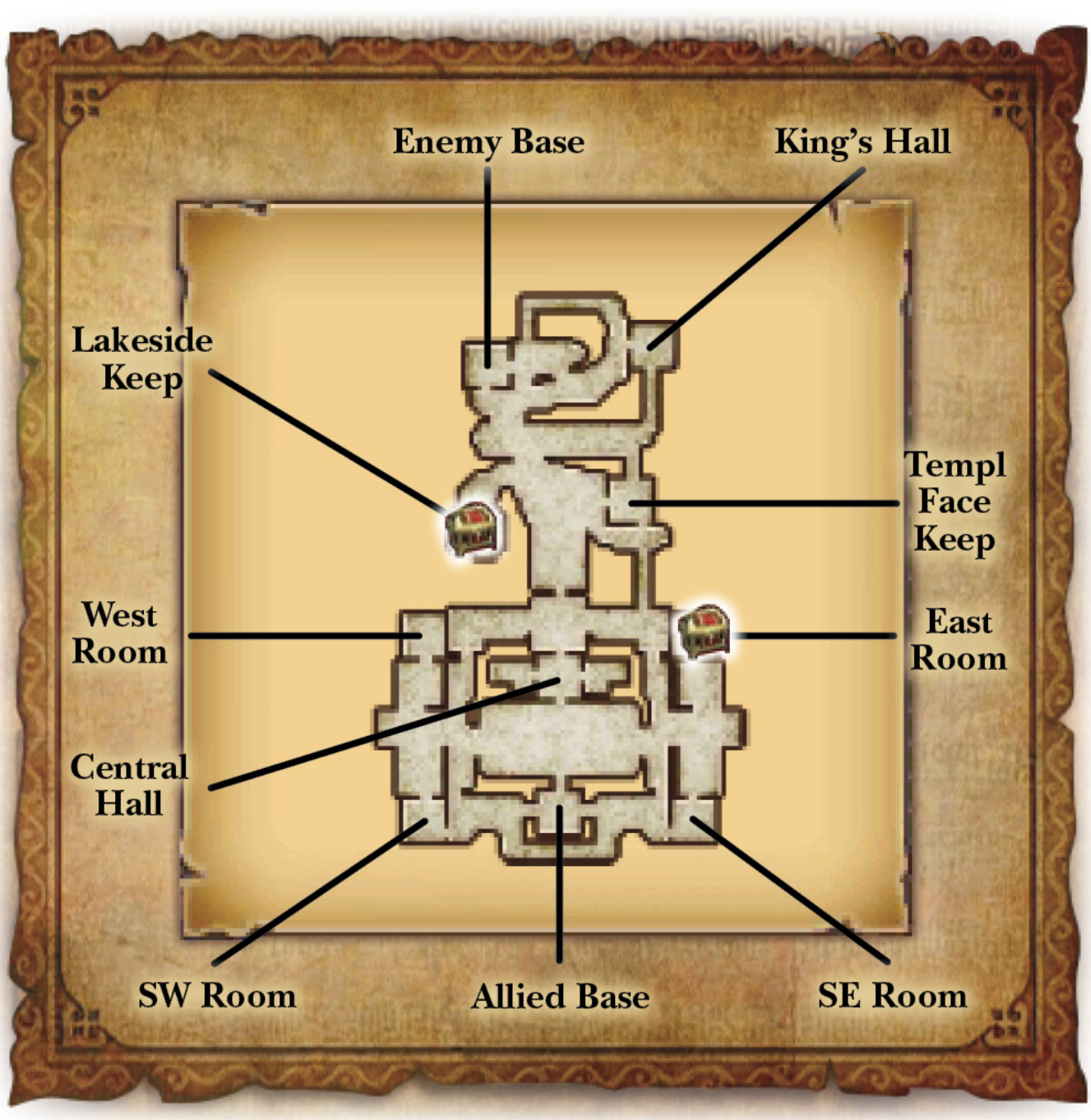
ADVENTURE BATTLE: FIGHT AS A WARRIOR OF WATER!

Unlockables
None

Search Item
Power Bracelet: Link's Epona (A-Rank)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

LAKE HYLIA



Victory Conditions	Defeat Conditions
Defeat Volga	If Darunia flees or Allied Base falls

CAPTURE ALL KEEPS TO WEAKEN THE ENEMY

You need to capture the Lakeside, Temple Face, and East Room Keeps to complete this mission. The enemy's Keeps will continuously produce Aeralfos with boosted morale until you capture the marked Keeps, so don't delay!

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Hyrule Warriors Legends

Adventure Mode
E-16

DEFEAT ALL ENEMIES!

Unlockables

Ice Arrow

Search Item

Ladder: Tingle – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

TWO REDEAD KNIGHTS AND A FIERY AERALFOS

ReDead Knights are the same as Gibdo in that they will constantly and relentlessly freeze you if you stand to close to them. You can tackle this group however you like, just be careful not to get stuck between two ReDead Knights or you'll risk being continuously frozen by the pair.

WIZZRO AND A REDEAD KNIGHT

Take out the ReDead Knight first. Wizzro is a Warrior, so performing Weak Point Smashes on him is important for defeating him; the ReDead Knight's freeze attack will only get in the way of your efforts to defeat Wizzro. Keep you guard up and bait Wizzro into attacking you. He'll eventually reveal his Weak Point Mark. Perform some Weak Point Smashes to defeat him.

ARGOROK, VOLGA AND A FIERY AERALFOS

Take out Volga and the Fiery Aeralfos before challenging the Argorok. Volga and the Fiery Aeralfos can be defeated in much the same way: Attack them until they evade you, then watch out for their counterattack. In Fiery Aeralfos' case, it'll fly into the air to escape your attacks. At this point, stand to its side or behind it and wait for it to either breath fire or do a downward stab —either will lead to its Weak Point Mark being revealed.

Once Volga and Fiery Aeralfos have been defeated, face the Argorok by staying on its side or behind it. This will allow you to avoid most of its attacks. When you see its tale glow blue, shoot it with your Hookshot to bring it down and reveal its Weak Point Mark. Perform some Weak Point Smashes to defeat it.

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Adventure Mode
F-1

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Candle
Midna – Piece of Heart (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 20 ENEMY CAPTAINS

The Hylian Captains are your main opponents. Luckily, they are probably the easiest Captains to face in the game, since they have a very simple move set that exclusively involves the use of their swords at short range. Keep your distance, use your Bow and Arrow, and don't stay still for long and you'll have this Scenarios in the bag. Just make sure to take out the Beamos as soon as possible; they'll cause you a good bit of trouble if you leave them to their own devices.

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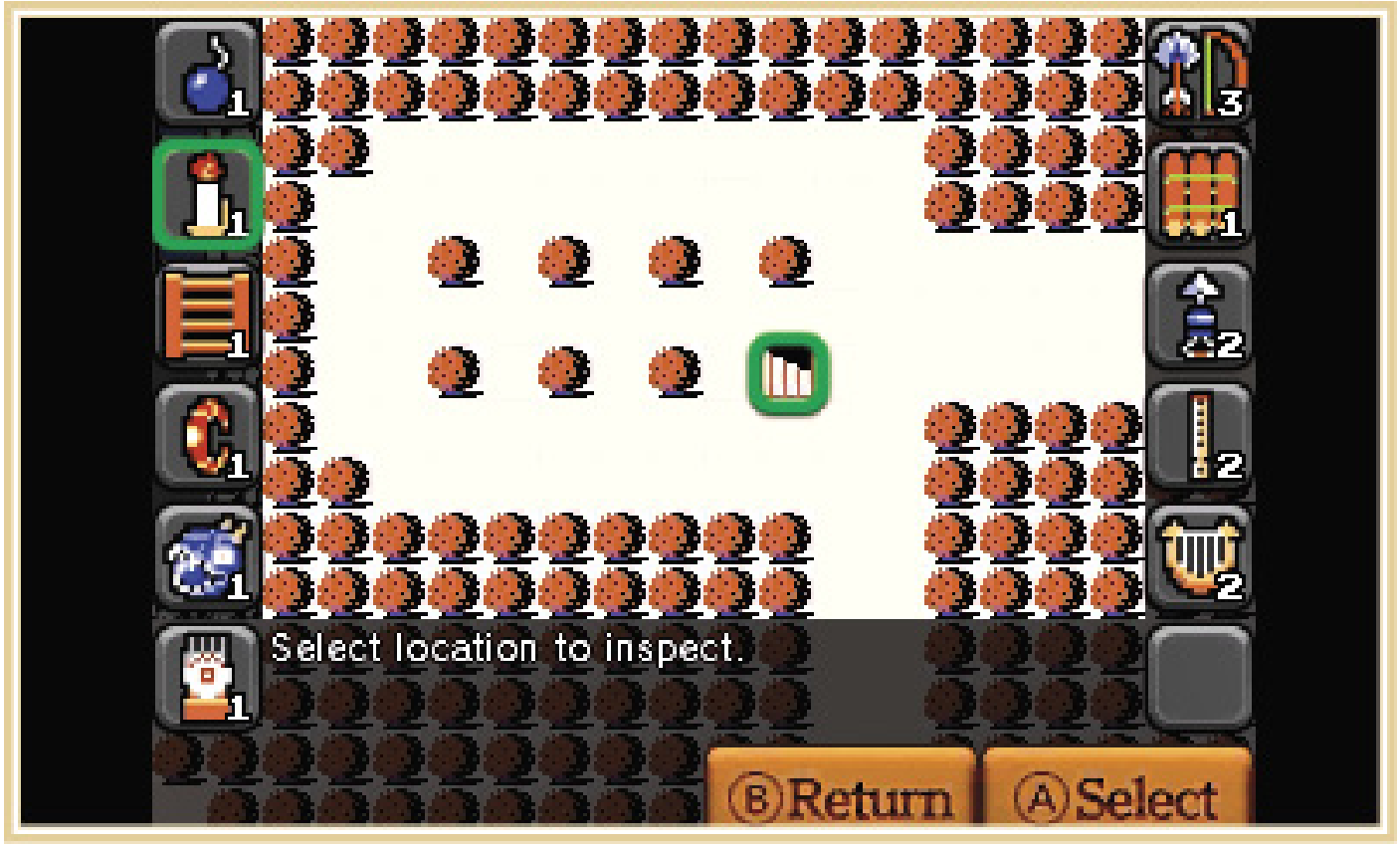
Hyrule Warriors Legends

Adventure Mode
F-2

ADVENTURE BATTLE: CAPTURE THE ENEMY KEEPS!

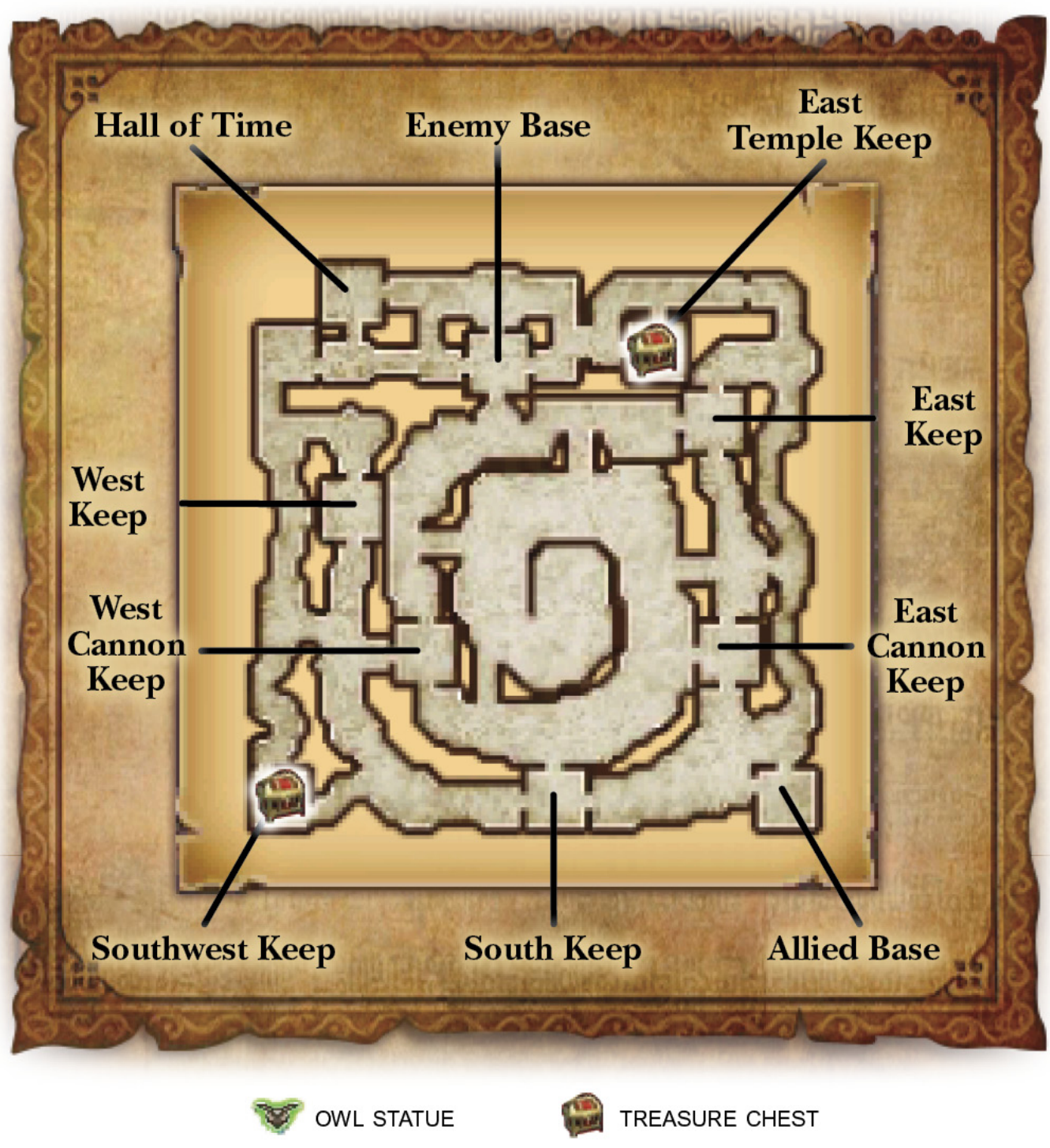
Unlockables
Fairy Clothing: Bottoms (Treasure)

Search Item
Link's Costume – Knight of Skyloft Tunic



A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

SEALED GROUNDS



Victory Conditions	Defeat Conditions
Defeat Wizzro	If Midna flees or Allied Base falls

CAPTURE ALL KEEPS TO WEAKEN THE ENEMY

You need to capture the East, West, East Temple, and Southwest Keeps to complete this mission. Go first to the East Keep directly to the north of your starting point. You can grab the Fairy of Water while you're there to make capturing the East Keep more manageable.

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Adventure Mode
F-3

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Power Bracelet
Fi – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 20 ENEMY CAPTAINS

The Captains in this fight are actually miniature versions of The Imprisoned. These creatures can be a really problem in a Scenario like this, but they do have one very big flaw that makes them manageable: their slow speed. They have a big warm-up period for any attacks they launch and that period won't start until you're fairly close to them. Use this to your advantage and blitz everyone of The Imprisoned; if you don't let them finish their warm-up, they can't hurt you. Be fast and accurate to make short work of this Scenario.

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Adventure Mode
F-4

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Water Bombs
Ghirahim – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

TWO KING DODONGOS

If you've ever played a *Legend of Zelda* title before, you know exactly what to do with these fellows. Wait for their mouth to open, then start shoveling Bombs into it.

One thing to note: Ghirahim will turn traitorous almost immediately after the Scenario begins. If your Warrior is strong enough, feel free to take him out, otherwise do your best to avoid him.

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Hyrule Warriors Legends

Adventure Mode
F-5

ADVENTURE BATTLE: DEFEND THE ALLIED KEEPS!

Unlockables
Fi – Piece of Heart (Treasure)
Fairy Clothing: Make-Up (Treasure)

Search Item
Water Bombs: Fi – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

SKYLOFT

Victory Conditions	Defeat Conditions
Defeat Zelda	If Ghirahim flees or Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

An Allied Cucco appears shortly after the start of the Scenario. Keep it safe and it'll continuously call more Cucco fighters to fight for your army as you defeat more enemies.

There are three Bombchus on the map that will begin going after your Keeps one at a time. The north Bombchu will move first, followed by the western, then the southeastern. Take them out in that order and waste no time doing so; if one of them blows up in a Keep, you will instantly lose it. Once you've finished defeating all of the Bombchus, you will have completed the mission and the enemy Commander's gates will open up.

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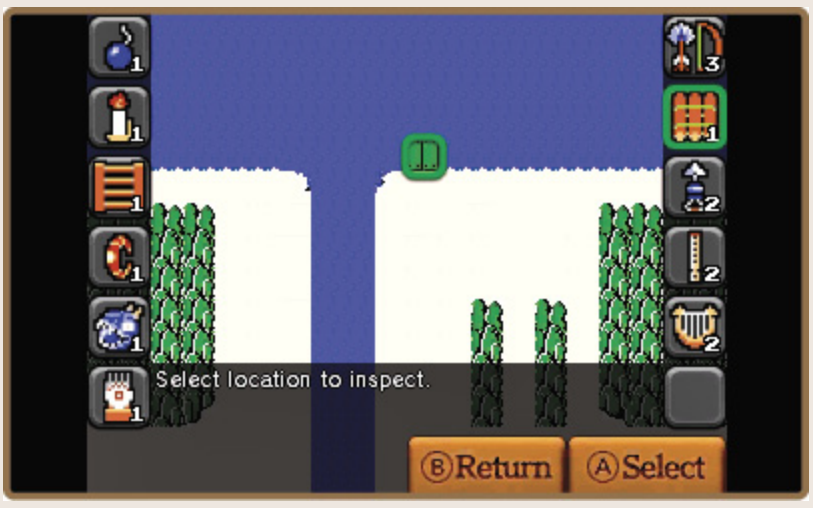
Hyrule Warriors Legends

Adventure Mode

F-6

NOTE



In order to reach E-6, you must use a Raft on the square shown in the Search Screen above.

FIGHT THROUGH THE *TWILIGHT PRINCESS* QUIZ!

Unlockables
Bombs
Midna – Piece of Heart (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT THE BUG COLLECTOR

The correct answer is Agitha.

DEFEAT THE HOME OWNER

The correct answer is Agitha.

DEFEAT THE TWILIGHT PRINCESS

The correct answer is Midna.

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Hyrule Warriors Legends

Adventure Mode
F-7

ADVENTURE BATTLE: FIGHT AS A WARRIOR OF FIRE!

Unlockables
Fairy Clothing: Headwear (Treasure)

Search Item
Candle: Linkle – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

HYRULE FIELD

Victory Conditions	Defeat Conditions
Defeat Big Poe	If Lana flees or Allied Base falls

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY!

Capture the W. Rockface and Fairy Fountain Keeps to complete the mission. The enemy's Keeps will continuously create Captains with a morale boost until you capture the two marked Keeps, so don't delay!

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Adventure Mode
F-8

FIGHT THROUGH THE WEAPON QUIZ!

Unlockables
Compass
Lana – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT THE SWORD WIELDER

The correct answer is Darknut.

DEFEAT THE AXE WIELDER

The correct answer is Stalmaster.

DEFEAT THE SPEAR WIELDER

The correct answer is Shield Moblin.

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Adventure Mode
F-9

FIGHT THROUGH THE FORGETFUL FOE QUIZ!

Unlockables
Candle
Darunia – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT THE WIELDER OF A WOODEN SHIELD

The correct answer is Shield Moblin.

DEFEAT THE LANTERN WIELDER

The correct answer is Big Poe.

DEFEAT THE HELMET WEARER

The correct answer is Shield Moblin.

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Adventure Mode
F-10

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Candle
Linkle – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 10 ENEMY CAPTAINS

All the Captains in this fight are Gibdos. They move slowly and have limited ranged attacks, so they shouldn't cause you too many problems. Just keep your eyes on them at all times to avoid getting hit by the few ranged attacks they do have.

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Adventure Mode

F-11

DEFEAT 400 ENEMIES IN TIME!

Unlockables

None

Search Item

Water Bombs: Skull Kid – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

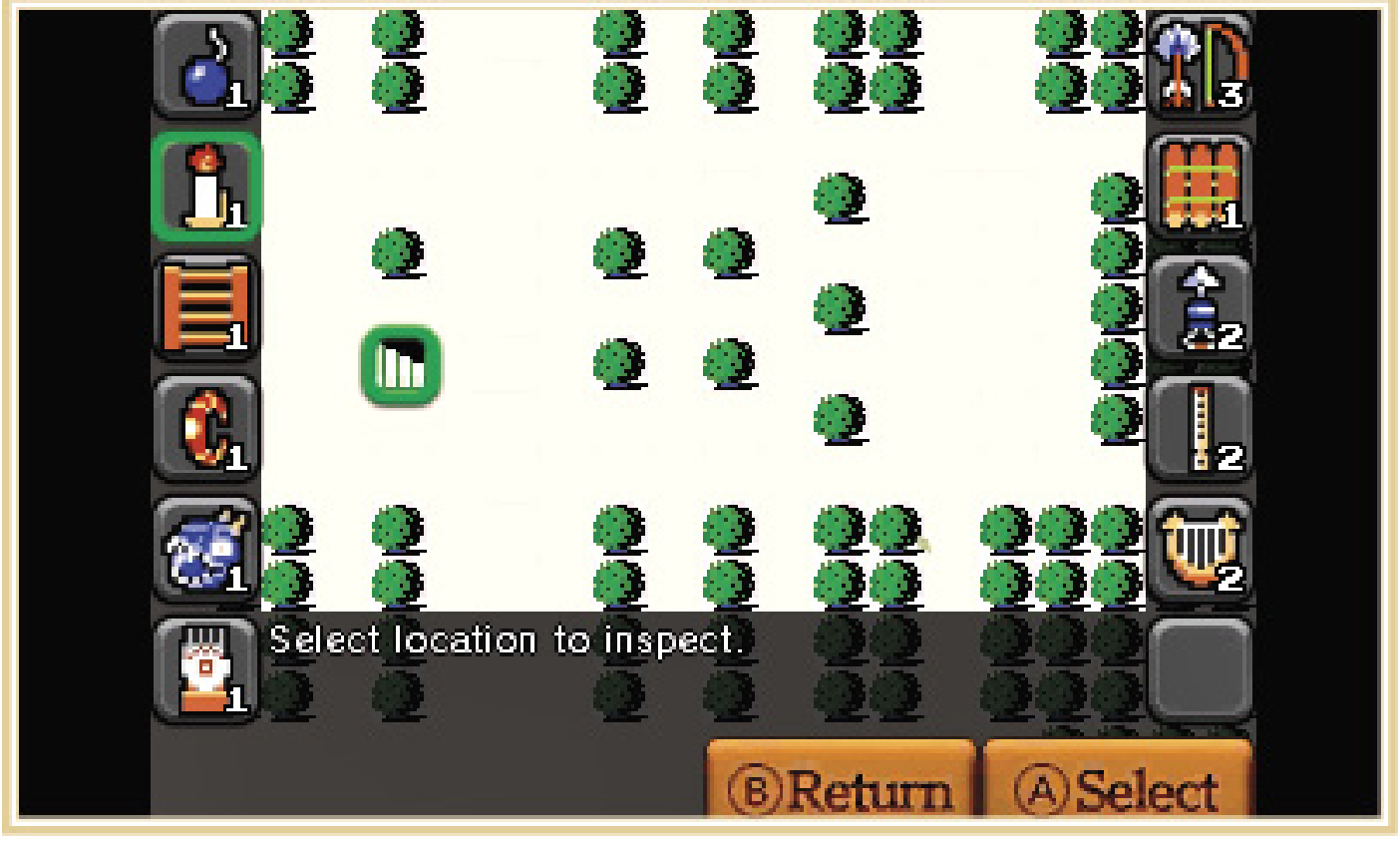
Adventure Mode
F-12

ADVENTURE BATTLE: RESCUE THE ALLIED FORCES!

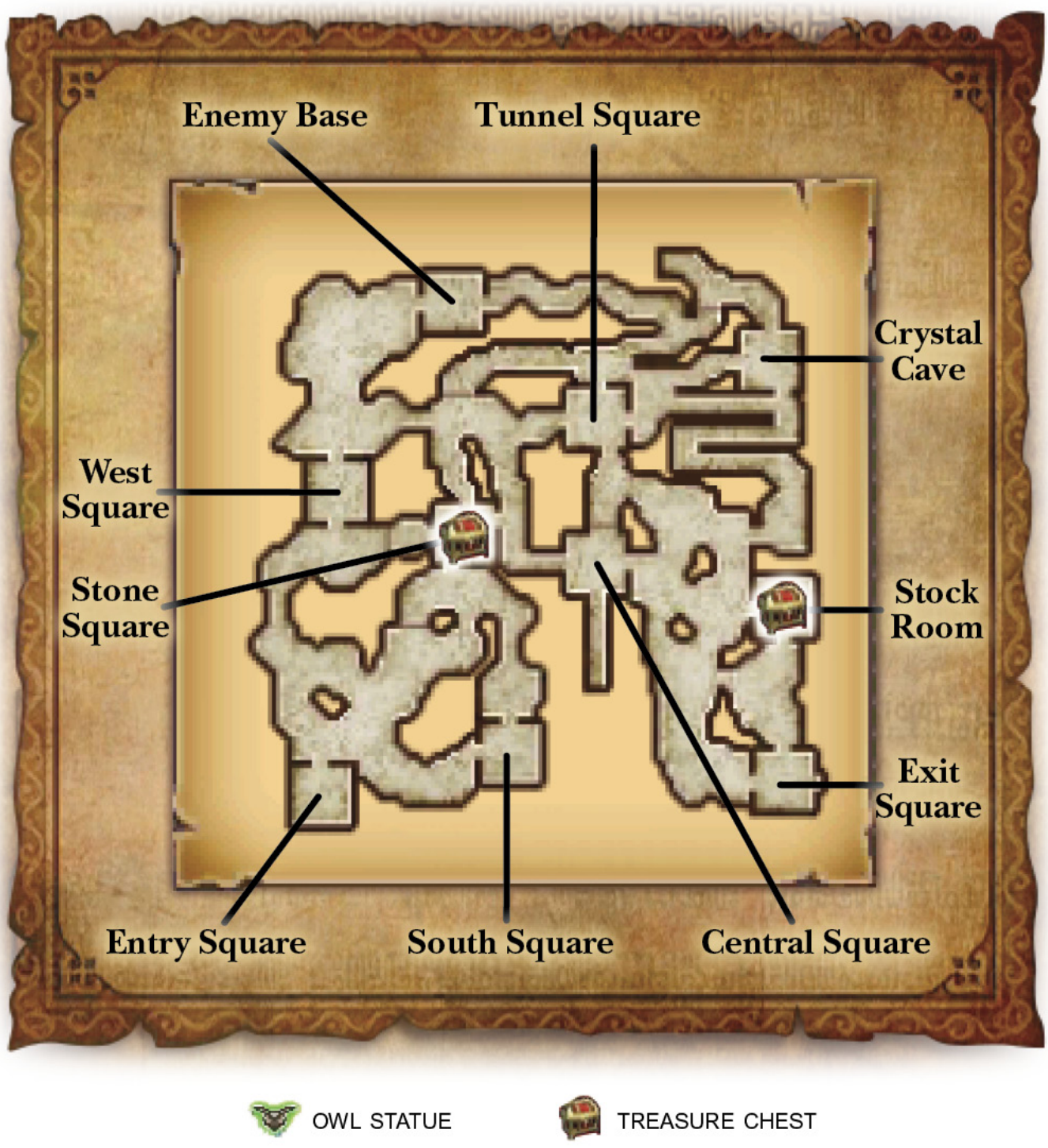
Unlockables
Ruto – Piece of Heart (Treasure)
1,000 KO Skulltula
Second Gold Skulltula

Search Item
Candle: Twili Midna – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	



ELDIN CAVES



Victory Conditions	Defeat Conditions
Defeat Wizzro	If Sheik flees or Allied Base falls

SAVE THE STRANDED ALLIED FORCES!

One of your allies is stuck on the west side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Capture one of the Keeps and break through!

To reach your ally, you'll first need to capture either the Stone Square or West Square Keep to gain access to the east side of the map.

After you capture one of the marked Keeps, another pair of marked Keeps will appear. You need to capture either the Central Square or Tunnel Square Keep to reach your ally. Once you reach your ally, the mission will be finished.

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Adventure Mode
F-13

DEFEAT ALL ENEMIES!

Unlockables
Sheik – Heart Container (A-Rank)
Candle

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

REDEAD KNIGHT

The ReDead Knight's main attack will be its stunning breath. Keep a short distance away from the ReDead Knight whenever you see it begin to breathe in its light-blue breath, then attack relentlessly when its Weak Point Mark appears.

TWO BIG POES

Big Poes teleport around the area they are in, which is their best form of defense. They will almost always attack immediately after teleporting and the attack they perform will usually reveal their Weak Point Mark. Put pressure on them with vigorous attacks to force them to teleport, then deplete their Mark by hitting them with a Weak Point Smash.

REDEAD KNIGHT AND TWO LIZALFOS

The ReDead Knight is only a nuisance in this fight, so don't worry too much about it. Instead, focus on defeating the Lizalfos by attacking them until they knock you back with a Force Blast. They almost always follow up a Force Blast with an attack that reveals their Weak Point Mark. If you make sure to keep your distance from the ReDead Knight while fighting the Lizalfos Captains, you'll have no problem winning this fight.

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Adventure Mode
F-14

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Bombs
Darunia – Piece of Heart (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

TWO KING DODONGOS

If you've ever played a *Legend of Zelda* title before, you know exactly what to do with these fellows. Wait for their mouths to open, then start shoveling Bombs into them. Lana and Link with his Master Sword are excellent for this mission.

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Hyrule Warriors Legends

Adventure Mode
F-15

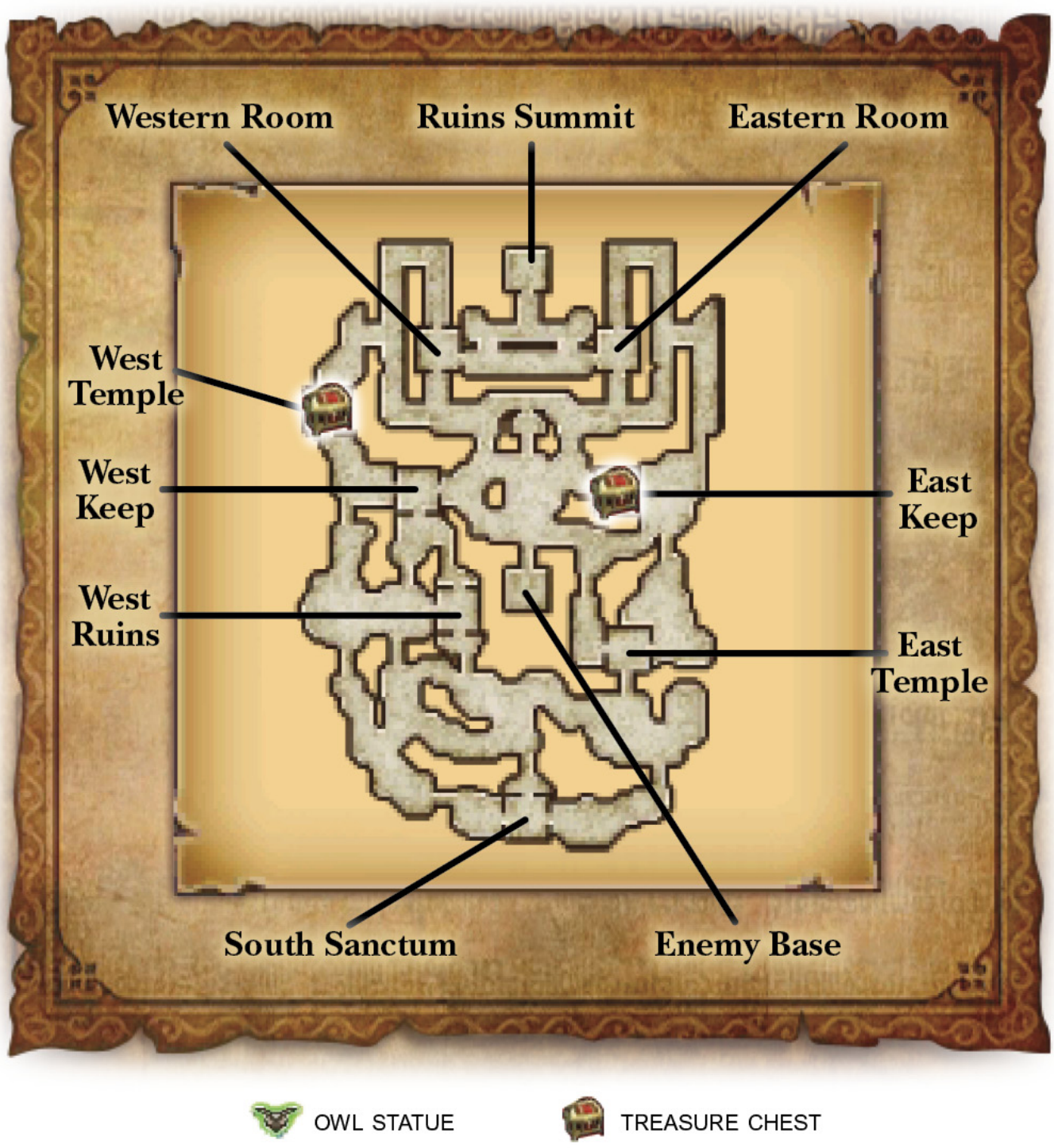
ADVENTURE BATTLE: DEFEAT THE BIG POE FORCES!

Unlockables
Skull Kid – Heart Container (Treasure)
Fairy Clothing: Jewelry (Treasure)
1,000 KO Gold Skulltula
Second Gold Skulltula

Search Item
Ice Arrow: Skull Kid – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

VALLEY OF SEERS



Victory Conditions	Defeat Conditions
Defeat Sheik	If Ruto or Darunia flees

SAVE THE STRANDED ALLIED FORCES!

One of your allies is stuck on the west side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Capture one of the Keeps and break through!

To reach your ally, you'll first need to capture either the East Temple or West Ruins Keep to gain access to the north side of the map.

After capturing one of the first set of marked Keeps, you must capture either the Western or Eastern Room Keep to reach your ally. Defeat the enemy Captains that are attacking both of your allies to free them and complete the mission.

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Hyrule Warriors Legends

Adventure Mode
F-16

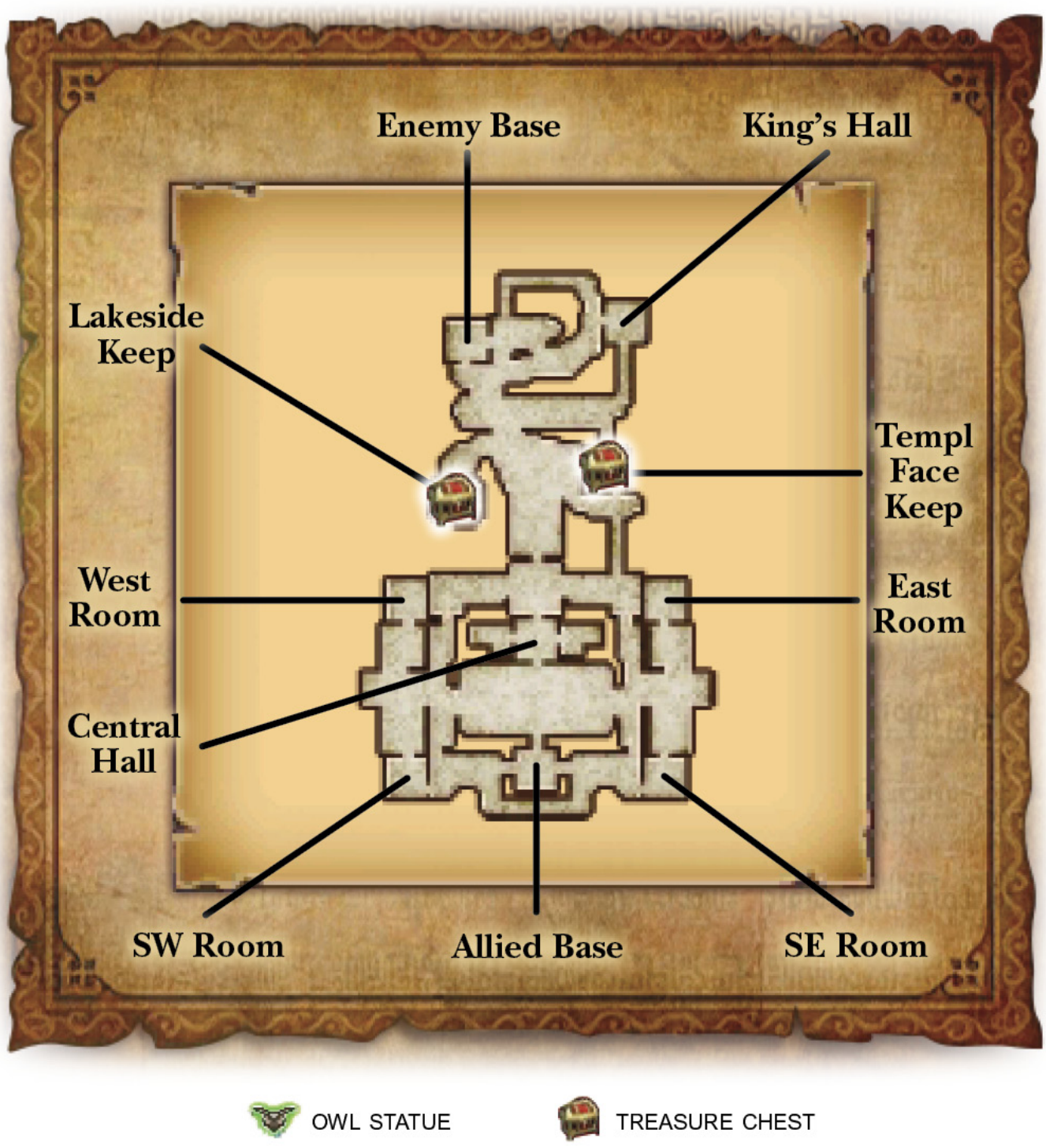
ADVENTURE BATTLE: BATTLE ACROSS THE FIELD!

Unlockables
Ruto – Piece of Heart (Treasure)
Fairy Food: Meat

Search Item
Ladder: Ruto – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

LAKE HYLIA



Victory Conditions	Defeat Conditions
Defeat Zant	If Fi flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission

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Adventure Mode
G-1

DEFEAT ALL ENEMIES!

Unlockables
Harp
Agitha – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

TWO REDEAD KNIGHT AND A FIERY AERALFOS

ReDead Knights are the same as Gibdo in that they will constantly and relentlessly freeze you if you stand to close to them. You can tackle this group however you like, just be careful not to get stuck between two ReDead Knights, or you'll risk being continuously frozen by the pair.

VOLGA AND A REDEAD KNIGHT

Deal with Volga the way you always have: by hitting him until he does his lance attack. He'll get knocked out pretty quickly if you keep on him. Just don't let him hit you, as he's been powered up for this fight and can do incredible damage in a short amount of time.

KING DODONGO, FIERY AERALFOS, AND A REDEAD KNIGHT

Deal with the Captains before challenging the boss or you'll have a more frustrating time defeating King Dodongo.

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Adventure Mode
G-2

DEFEAT 700 ENEMIES IN TIME!

Unlockables
Digging Mitts
Toon Link – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Adventure Mode
G-3

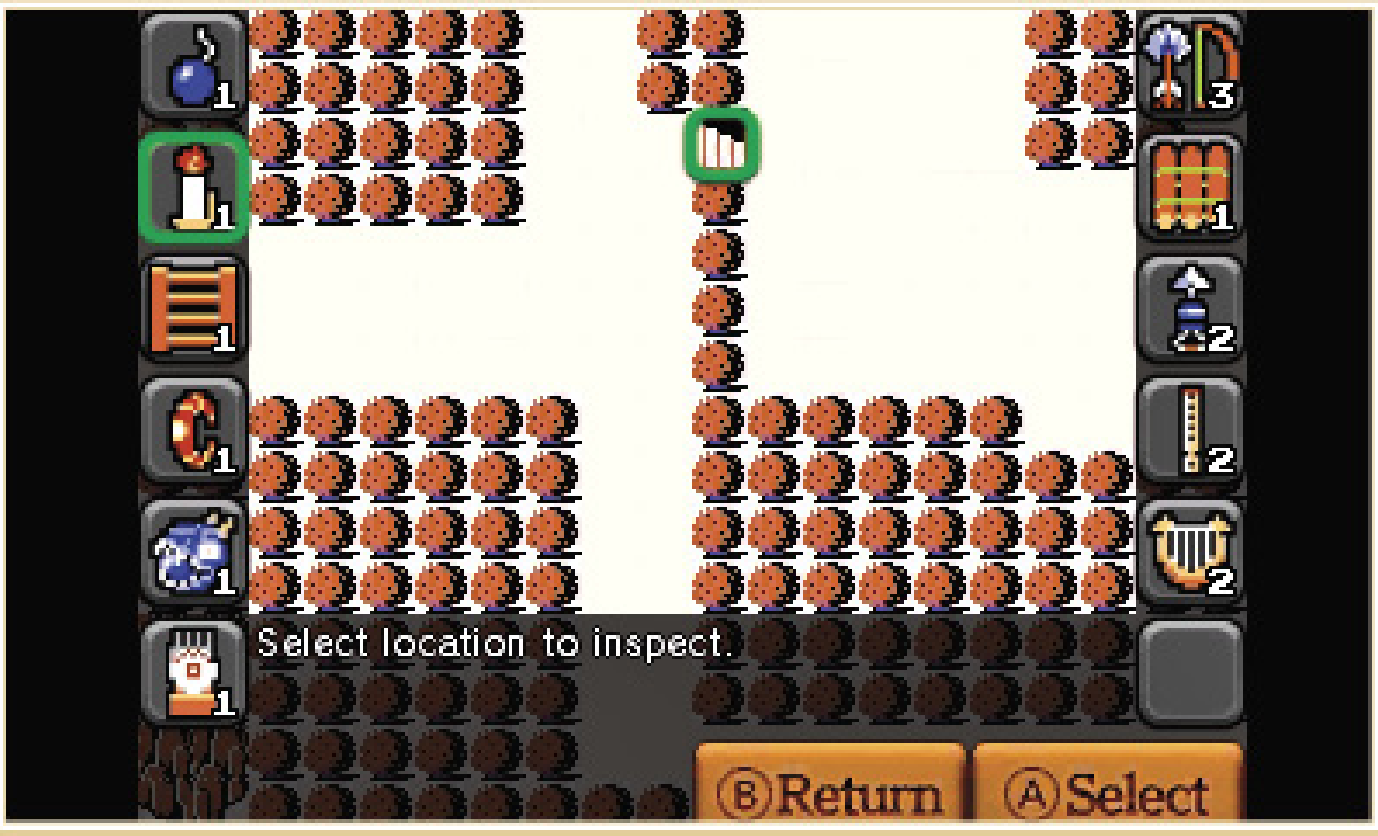
ADVENTURE BATTLE:

DEFEAT ENEMIES WHILE COLLECTING TREASURE! YAY!

Unlockables
Zant – Heart Container (Treasure)
Young Link – Piece of Heart (Treasure)
Fairy Clothing: Jewelry (Treasure)

Search Item
Candle: Ghirahim (Victory Reward)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	



HYRULE FIELD

Victory Conditions	Defeat Conditions
Defeat Ghirahim and Icy Big Poe	If Fi flees or the Allied Base falls

DEFEAT AN ENEMY CAPTAIN

Two targets will appear on the map: one for the red team and one for the yellow. Both represent enemy Captains for the opposing factions. Defeat one to complete the mission; whichever one you defeat will force a large group of the other faction's army to flee the battlefield.

DEFEAT BOTH ENEMY COMMANDERS

The gates to both the Rogue Base and Enemy Base Keeps open up. One of the Commanders will begin a direct assault on the Allied Base. Focus on defeating that one first and foremost, leaving the second for after you've found all the unlockables on the map that you want to find.

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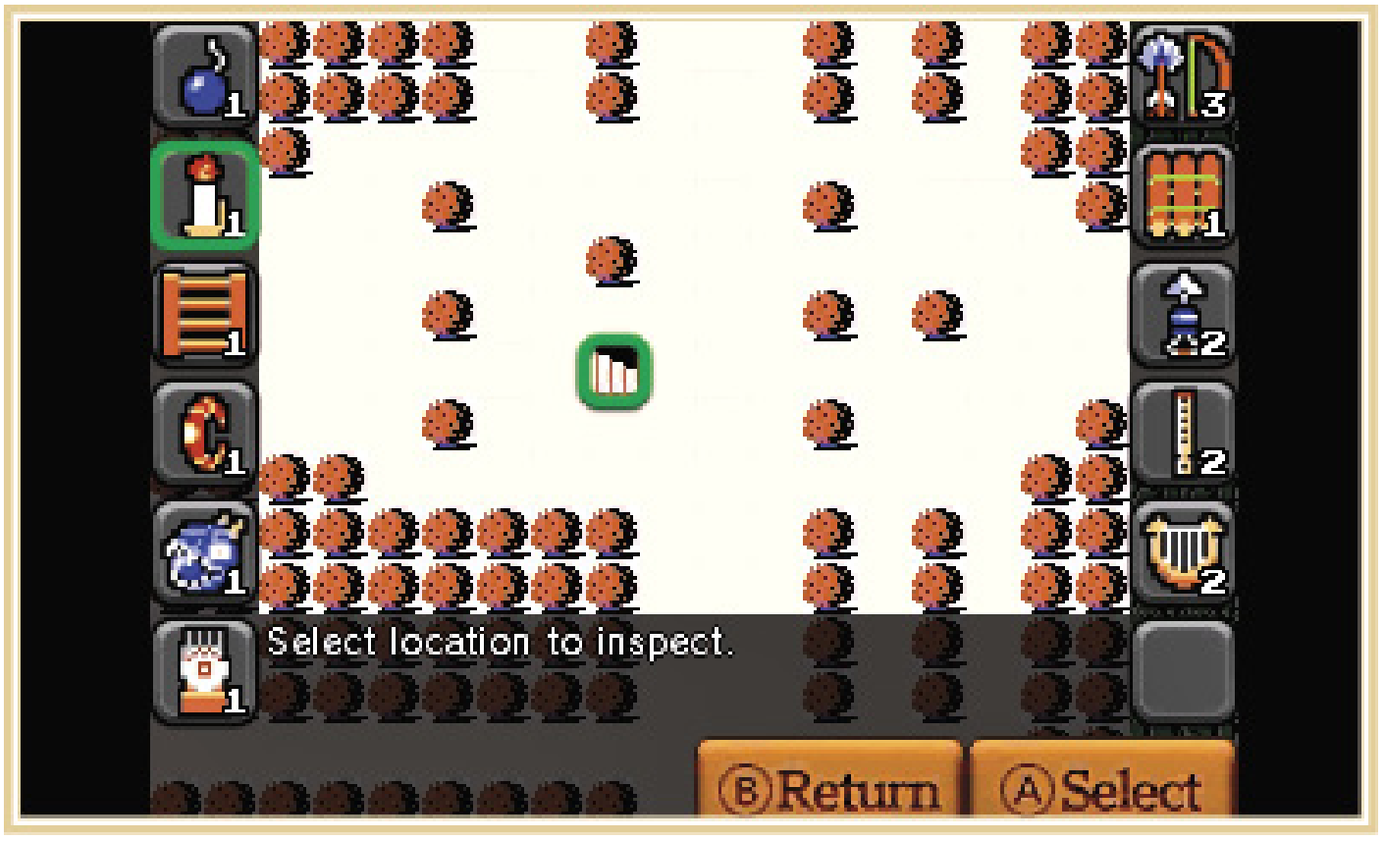
HYRULE WARRIORS LEGENDS

Adventure Mode
G-4

DEFEAT 700 ENEMIES IN TIME!

Unlockables
Candle

Search Item
Candle: Ruto – Heart Container (A-Rank)



A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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Adventure Mode
G-5

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Bombs
Agitha – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

TWO GOHMAS

Gohmas are probably the easiest of the Giant Boss monsters in *Hyrule Warriors*. Wait until they fire their laser, dodge it, and then shoot them in the eye with the Bow to make their Weak Point Mark appear. Perform a Weak Point Smash. Rinse. Repeat.

One thing to note: Ghirahim will turn traitorous almost immediately after the Scenario begins. If your Warrior is strong enough, feel free to take him out, otherwise do your best to avoid him.

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Adventure Mode
G-6

DEFEAT ALL ENEMIES!

Unlockables
Candle
Fi – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

TWO DINOLFOS AND A DARKNUT

Start by destroying the two Beamos in the Keep before fighting the other enemies. After that, pick whichever Captain you want to defeat first. Remember: Hit Dinolfos until it knocks you back and breathes fire to get it to reveal its Weak Point Mark. For Darknuts, hit them once and roll behind them to dizzy them and get them to reveal their Weak Point Marks.

TWO DINOLFOS

Do pretty much the same as above to defeat this reptilian pair.

KING DODONGO, DINOLFOS, AND AN AERALFOS

Take out the Dinolfos and Aeralfos first, so you commit your focus to King Dodongo.

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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Adventure Mode
G-7

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Bombs
Zant – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

TWO KING DODONGOS

If you've ever played a *Legend of Zelda* title before, you know exactly what to do with these fellows. Wait for their mouths to open, then start shoveling Bombs into them. Lana and Link with his Master Sword are excellent for this mission.

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Hyrule Warriors Legends

Adventure Mode
G-8

ADVENTURE BATTLE: DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Candle
Fairy
Skull Kid – Piece of Heart (Treasure)

Search Item
Bombs: Skull Kid – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

HYRULE FIELD

Victory Conditions	Defeat Conditions
Defeat Darknut	If Zelda flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

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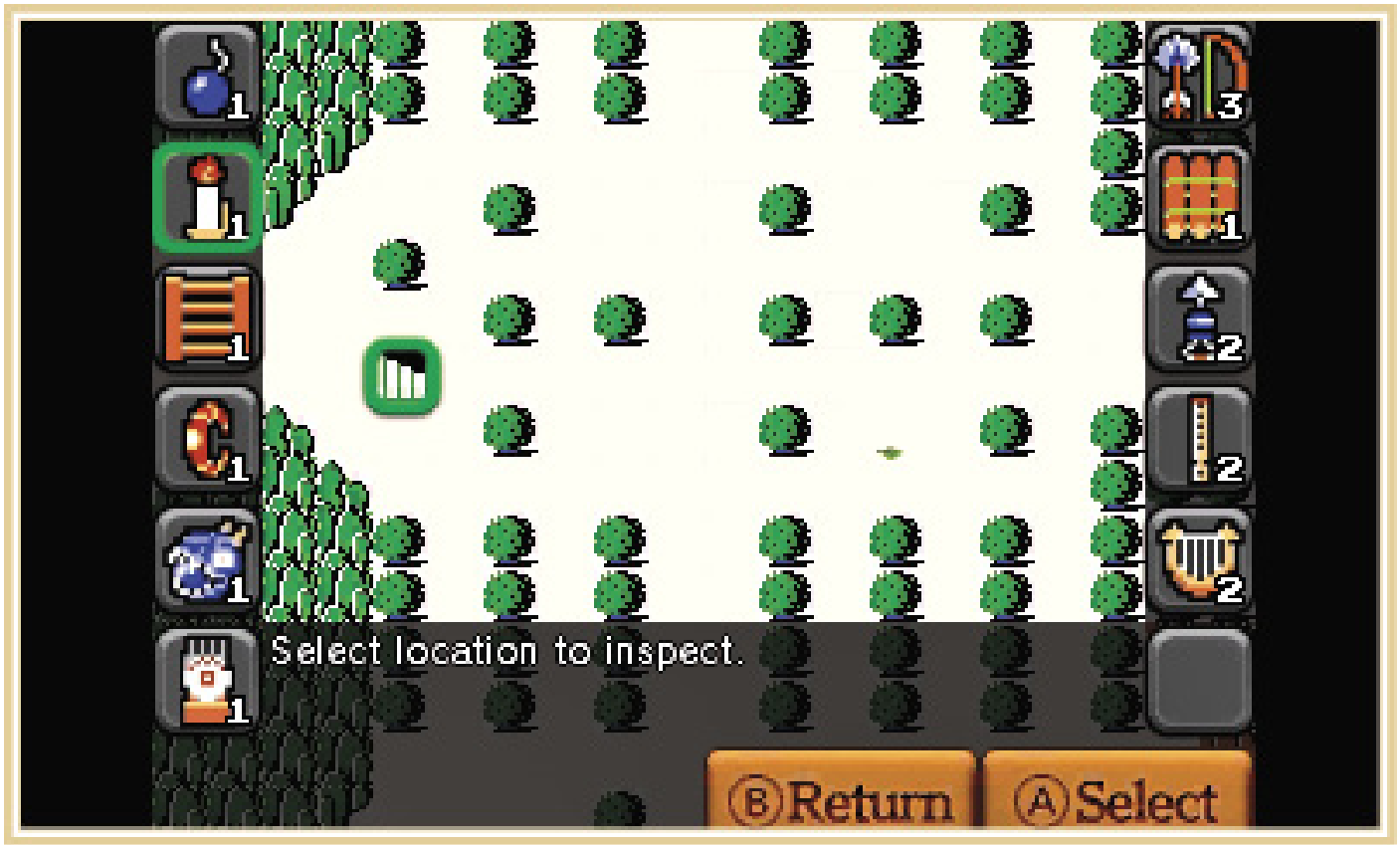
Hyrule Warriors Legends

Adventure Mode
G-9

ADVENTURE BATTLE: FIGHT AS A WARRIOR OF WATER!

Unlockables
Impa – Heart Container (Treasure)
Twili Midna – Piece of Heart (Treasure)
Fairy Clothing: Bottoms (Treasure)

Search Item
Candle: Young Link (Victory Reward)



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

HYRULE FIELD

Victory Conditions	Defeat Conditions
Defeat Toon Link	If Zelda flees or Allied Base falls

STOP THE BOMBCHUS FROM INFILTRATING ALLIED KEEPS

They come one after the other. You can follow their destination by looking at the arrows on the map. Defeat them before the timer at the top of the screen depletes to keep them from destroying an Allied Keep.

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Adventure Mode
G-10

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Lana – Piece of Heart (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
HEALTH – 4,000 damage or less

TWO GOHMAS

Gohmas are probably the easiest of the Giant Boss monsters in *Hyrule Warriors*. Wait until they fire their laser, dodge it, and then shoot them in the eye with the Bow to make their Weak Point Marks appear.

Lana's Regular-Regular-Regular-Combo attack does massive damage to Weak Point Marks—she is even able to do a Weak Point Smash the first time a Mark is shown. Use it relentlessly to make short work of all the enemies on this field.

You'll also have to contend with enemy Lizalfos scattered around the field. Your best bet is to clear them out if they are too close to your battle with Gohma; they can be very bothersome while you're trying to activate a Weak Point Smash.

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Hyrule Warriors Legends

Adventure Mode
G-11

ADVENTURE BATTLE: DEFEAT THE COMMANDERS OF TWO ARMIES!

Unlockables
Impa – Heart Container (Treasure)
Fairy Clothing: Headwear (Treasure)

Search Item
Candle: Impa's Guardian Naginata (A-Rank)

A-Rank
KOs – 1,200 enemies or more
TIME – 15 minutes or less
HEALTH – 4,000 damage or less

FARON WOODS

Victory Conditions	Defeat Conditions
Defeat Moblin and Darknut	If Zelda flees or Allied Base falls

DEFEAT A VALUED ENEMY CAPTAIN

A Captain from both enemy armies will appear on the map. Find the nearest one and defeat it to gain access to that Captain's Commander.

For this stage, the best Captain to attack first is the Rogue Forces one. It'll enter the battlefield directly above your starting location, so work your way south at the start of the battle. After you've defeated it, head to the Rogue Base and take out Darknut to defeat the Rogue Forces.

Now you'll just have to defeat the Moblin marked on your minimap to open the gates to the Enemy Base.

A chest is hidden in a Keep somewhere

Impa's Piece of Heart for this Scenario is hidden in one of the marked Keeps on your minimap. Unfortunately, its location is random, so you'll have to capture each Keep until you find the Piece of Heart.

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HYRULE WARRIORS LEGENDS

Adventure Mode
G-12

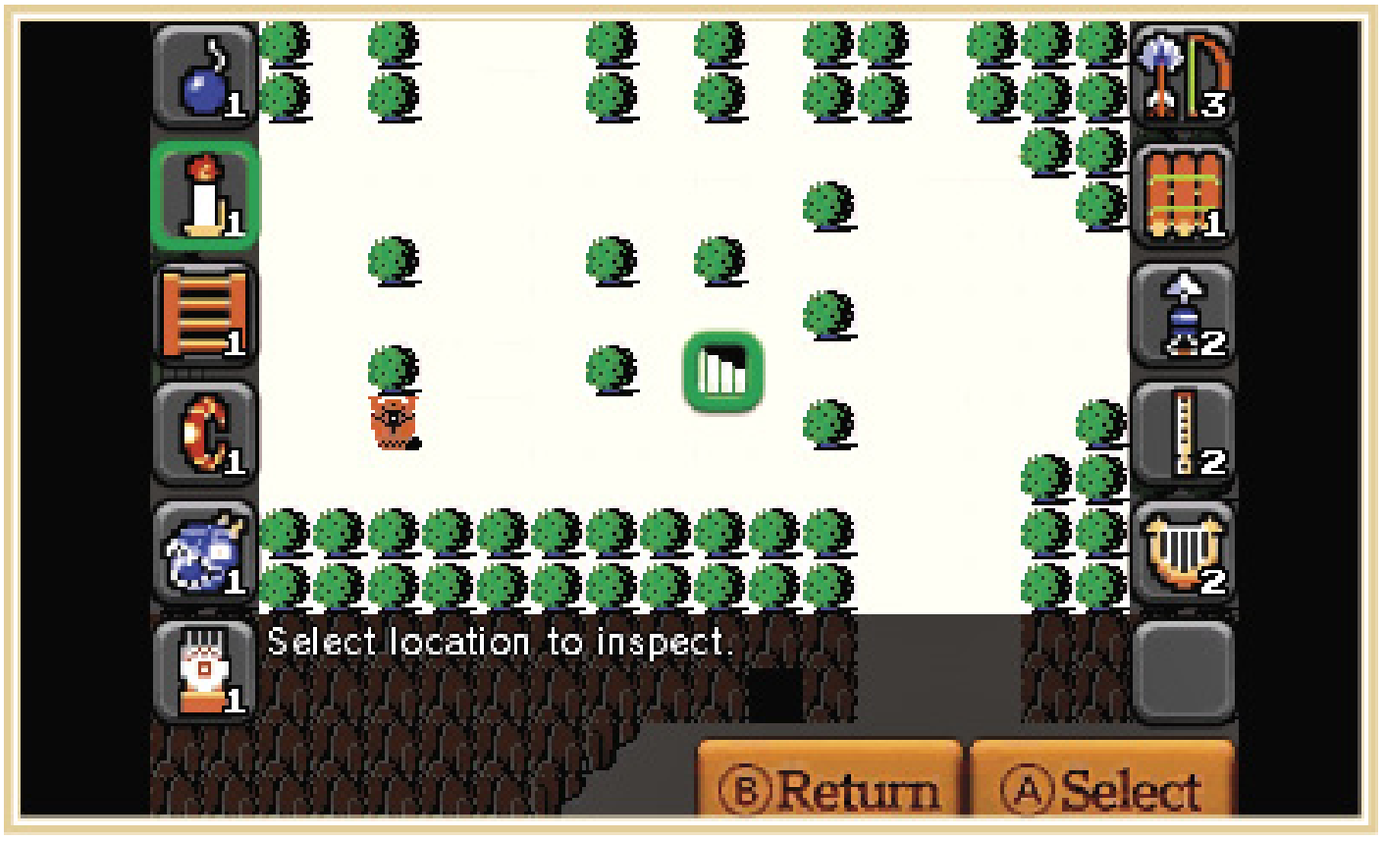
DEFEAT 800 ENEMIES IN TIME!

Unlockables

Water Bombs

Search Item

Candle: Sheik – Heart Container (A-Rank)



A-Rank

TIME – 7 minutes or less

HEALTH – 4,000 damage or less

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Hyrule Warriors Legends

Adventure Mode
G-13

MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

DEFEAT ALL ENEMIES!

Unlockables
Hookshot
Young Link – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
HEALTH – 4,000 damage or less

MISSION BRIEFING

The biggest obstacles in this Scenario are the Deku Babas that appear in each of the three Keeps you'll visit. The best way to deal with these enemies is to stand just outside the door of the Keep, equip your Bow, and fire at them. As soon as you enter the Keep, the doors will slam shut and enemies will appear, making it far more difficult to take out the Deku Babas. If you can target the Deku Babas before entering the Keep, however, it'll make each fight much easier.

It's recommended that you use Link and his Master Sword for this Scenario. His ^^% makes it very easy to destroy The Imprisoned's toes without putting yourself in danger.

REDEAD KNIGHT AND TWO OF THE IMPRISONED

Defeat the ReDead Knight first, then focus on the two smaller versions of The Imprisoned. The little guys can spit dark energy at you from across the room and they're incredibly accurate. They can also create shock waves while standing still and wiggling their toes, so run a good distance away from them if you see them lower their heads for an extended amount of time. Use your Special Attack on the smaller versions of The Imprisoned every time you fill up a bar of your Special Attack Meter to make quick work of them.

VOLGA AND REDEAD KNIGHT

Take out the ReDead Knight first again to keep it from freezing you while you're fighting Volga. When you face off with Volga, continually attack him until he begins to block. When you see his guard come up, continue your assault. He'll eventually do a lunge attack after using a Force Blast to push you away. Whenever he does a lunge attack, his Weak Point Mark appears. Hit him with a few Weak Point Smashes to defeat him.

THREE OF THE IMPRISONED

You're tasked with fighting three of The Imprisoned—two miniature ones and a normal one—while inside a Keep. Focus on the two smaller versions of The Imprisoned first. The little guys can spit dark energy at you from across the room and they're incredibly accurate. They can also create shock waves while standing still and wiggling their toes, so run a good distance away from them if you see them lower their heads for an extended amount of time. They'll frequently interrupt your attempts at lowering the larger Giant Boss's Weak Point Mark with their attacks.

All of that being said, there is one attack from the larger of The Imprisoned that you absolutely much watch for. If you see red electricity cover the ground, run as quickly as you can to the side of the room opposite the larger of The Imprisoned. After 10 or so seconds, The Imprisoned will do a devastating electric attack if you're standing in its electric circle. It can be tough to find a safe spot to hide from this attack inside this Keep, but if you aim for any point that is farthest from The Imprisoned, you should be able to find a spot that the electricity doesn't reach.

Use your Special Attack on the smaller versions of The Imprisoned every time you fill up a bar of your Special Attack Meter. Once you've defeated the two smaller Giant Bosses, attack the larger of The Imprisoned the same as you would in a normal fight with it: by attacking its toes. Whenever you fill up a bar of your Special Attack Meter, run directly behind its feet and use your Special Attack. We found that the Special Attack has a higher chance of destroying all of The Imprisoned's toes at once if you're standing directly behind its feet.

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Hyrule Warriors Legends

Adventure Mode
G-14

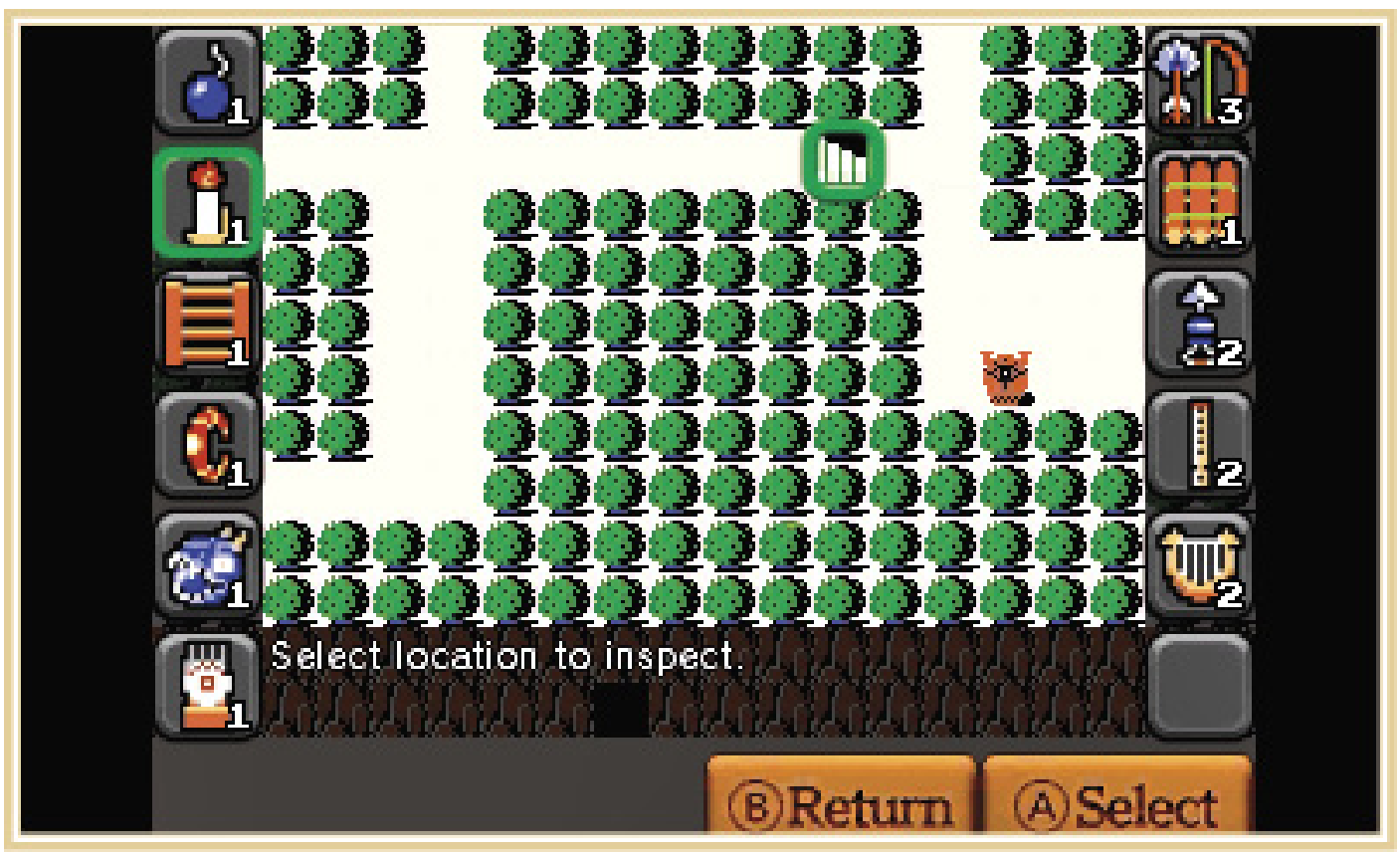
MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

DUNGEON 8: DEFEAT THE FOREST DRAGON!

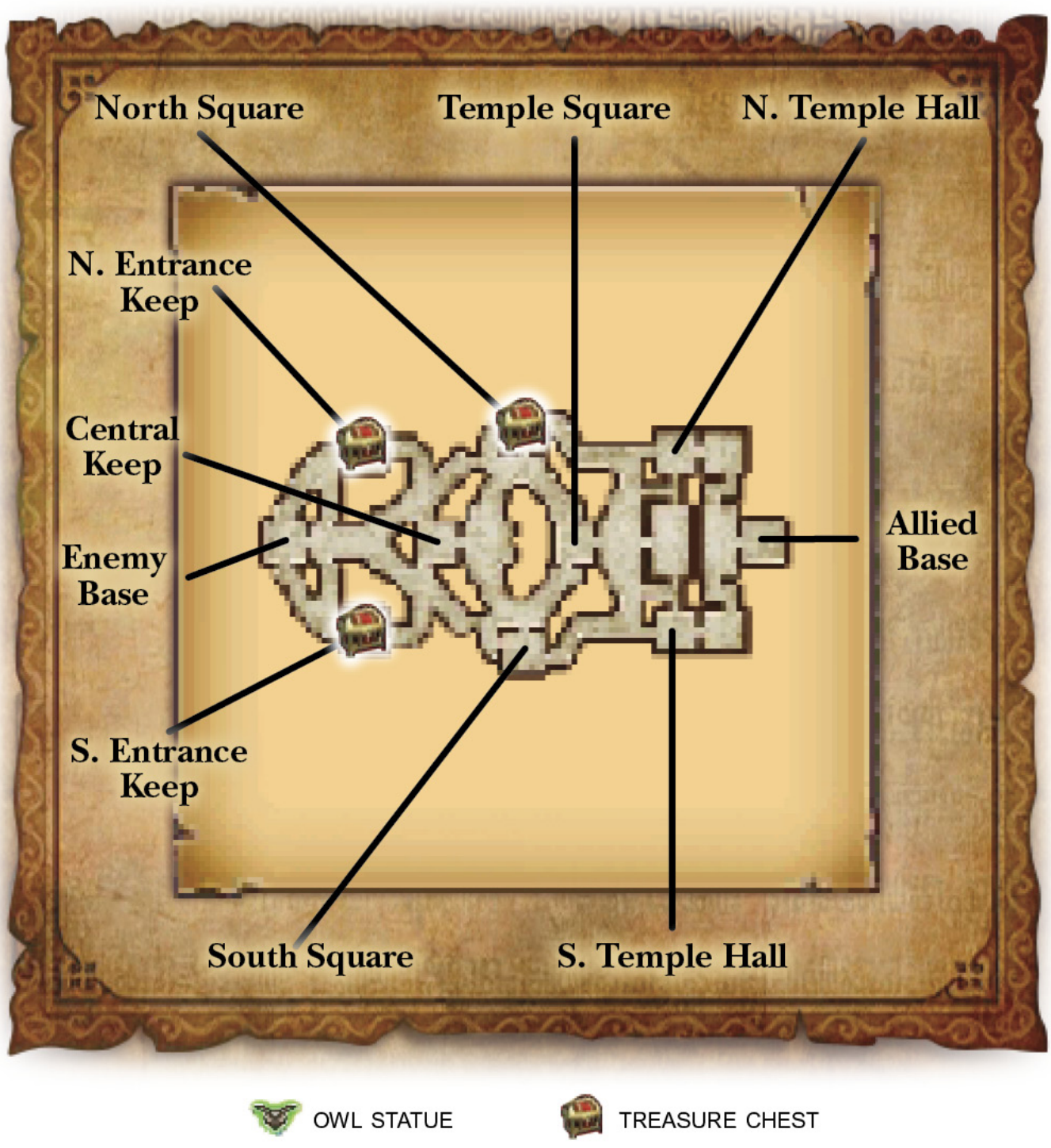
Unlockables
Link – Piece of Heart (Treasure)
1,000 KO Gold Skulltula
Second Gold Skulltula

Search Item
Candle: Link's Silver Gauntlets (A-Rank)



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

TEMPLE OF THE SACRED SWORD



Victory Conditions	Defeat Conditions
Defeat Zelda	If Impa flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

DEFEAT THE ENEMY COMMANDER

You can find Zelda in the Enemy Base Keep. You'll need to grab the Boss Key from the Central Keep before you gain entrance to the Enemy Base. Once you've got it, approach the gates of the Enemy Base Keep and they'll open automatically.

DEFEAT ARGOROK TO WIN

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

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Adventure Mode
G-15

FIGHT THROUGH THE TRAVEL MEMORIES QUIZ!

Unlockables
Harp
Twili Midna – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
HEALTH – 4,000 damage or less

DEFEAT THE FOE FROM HYRULE FIELD

The correct answer is Lizalfos.

DEFEAT THE DEKU TREE'S ATTACKER

The correct answer is Wizzro.

DEFEAT THE SUMMONER OF MONSTERS

The correct answer is Cia.

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Hyrule Warriors Legends

Adventure Mode
G-16

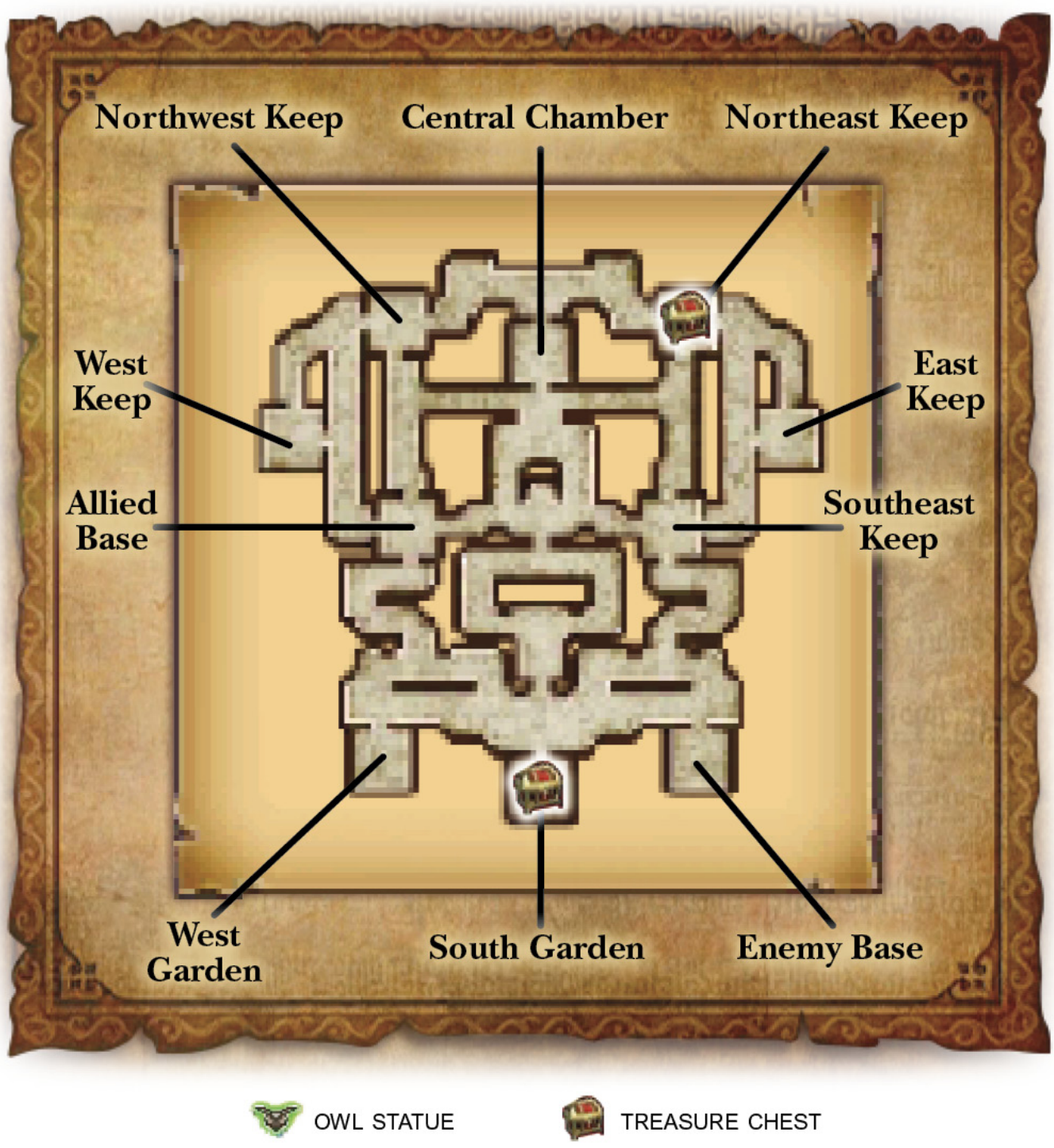
ADVENTURE BATTLE: WATCH OUT FOR FALLING ARTILLERY FIRE!

Unlockables
Ghirahim – Piece of Heart (Treasure)
Fairy
Fairy Food: Milk

Search Item
Water Bombs: Zant – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

TEMPLE OF SOULS



Victory Conditions	Defeat Conditions
Defeat Ruto	If Midna flees or Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

Ignore the Bombchu in the southeast corner of the map and attack the northeastern Bombchu while keeping an eye on the central northern one. The northeastern Bombchu is right by your starting location; that's why attacking it first is the best choice. Be extremely quick about it, however. The central northern Bombchu will move first and reach its destination incredibly fast.

Destroy the central northern Bombchu, then the southeastern one. Now, focus on clearing your Keeps of the Captains that have undoubtedly invaded them. Don't linger in one spot for too long and focus on Keeps that have a lot of enemy Captains in them, instead of trying to protect your Keeps with only one or two enemy Captains.

Once you've defeated the Bombchus, the mission will be finished. Just be sure to look out for a forth Bombchu that will start just below the Allied Base and move into the Allied Base itself.

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Hyrule Warriors Legends

Adventure Mode
H-1

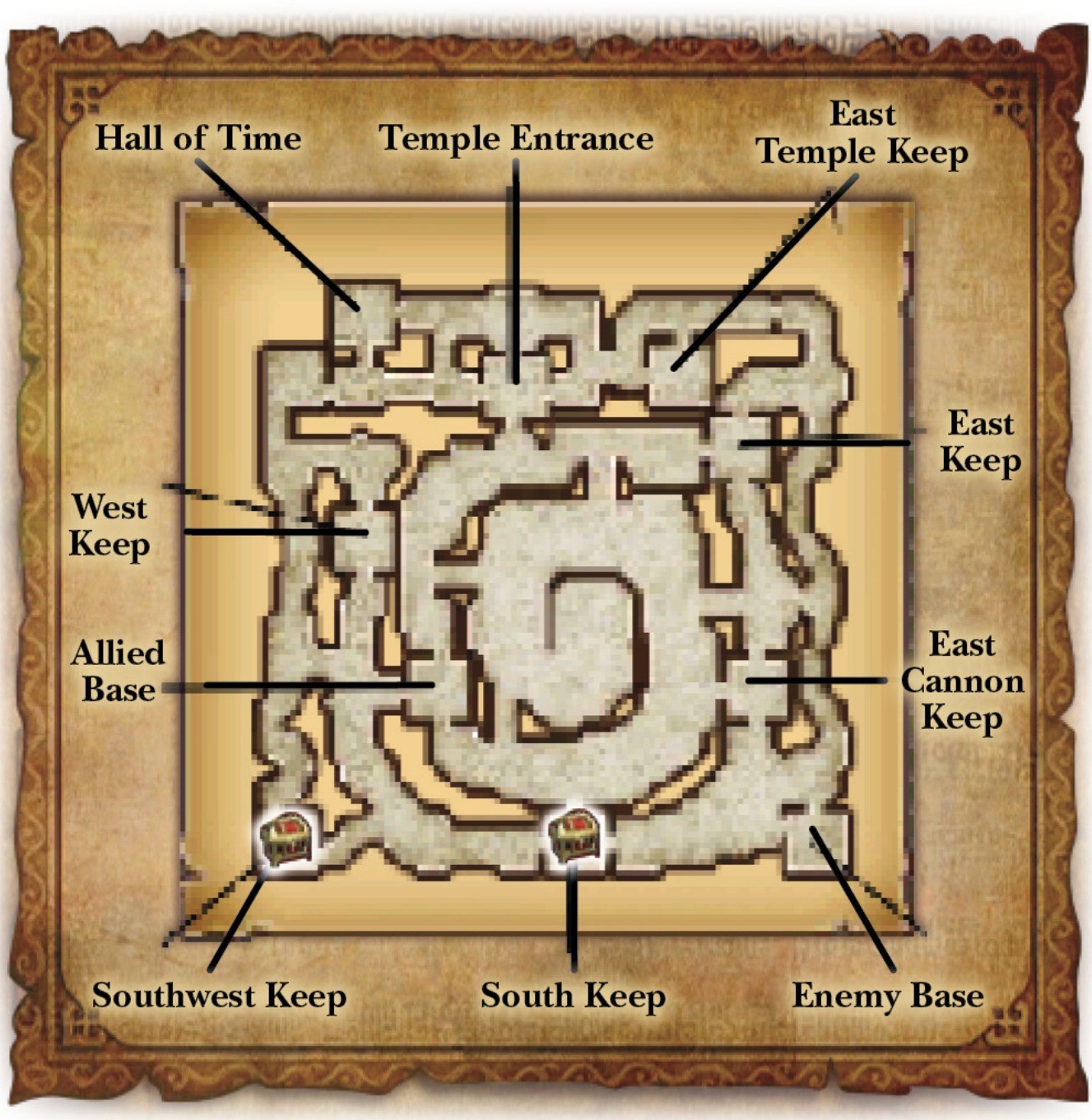
ADVENTURE BATTLE: DEFEAT THE ENEMY FORCES!

Unlockables
Link – Heart Container (Treasure)
Fairy Clothing: Top (Treasure)

Search Item
Ice Arrow: Link's Great Fountain Fairy (Victory Reward)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

SEALED GROUNDS



Victory Conditions	Defeat Conditions
Defeat Fi	**If Wizzro flees or Allied Base falls**

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your minimap to progress the mission.

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Hyrule Warriors Legends

Adventure Mode
H-2

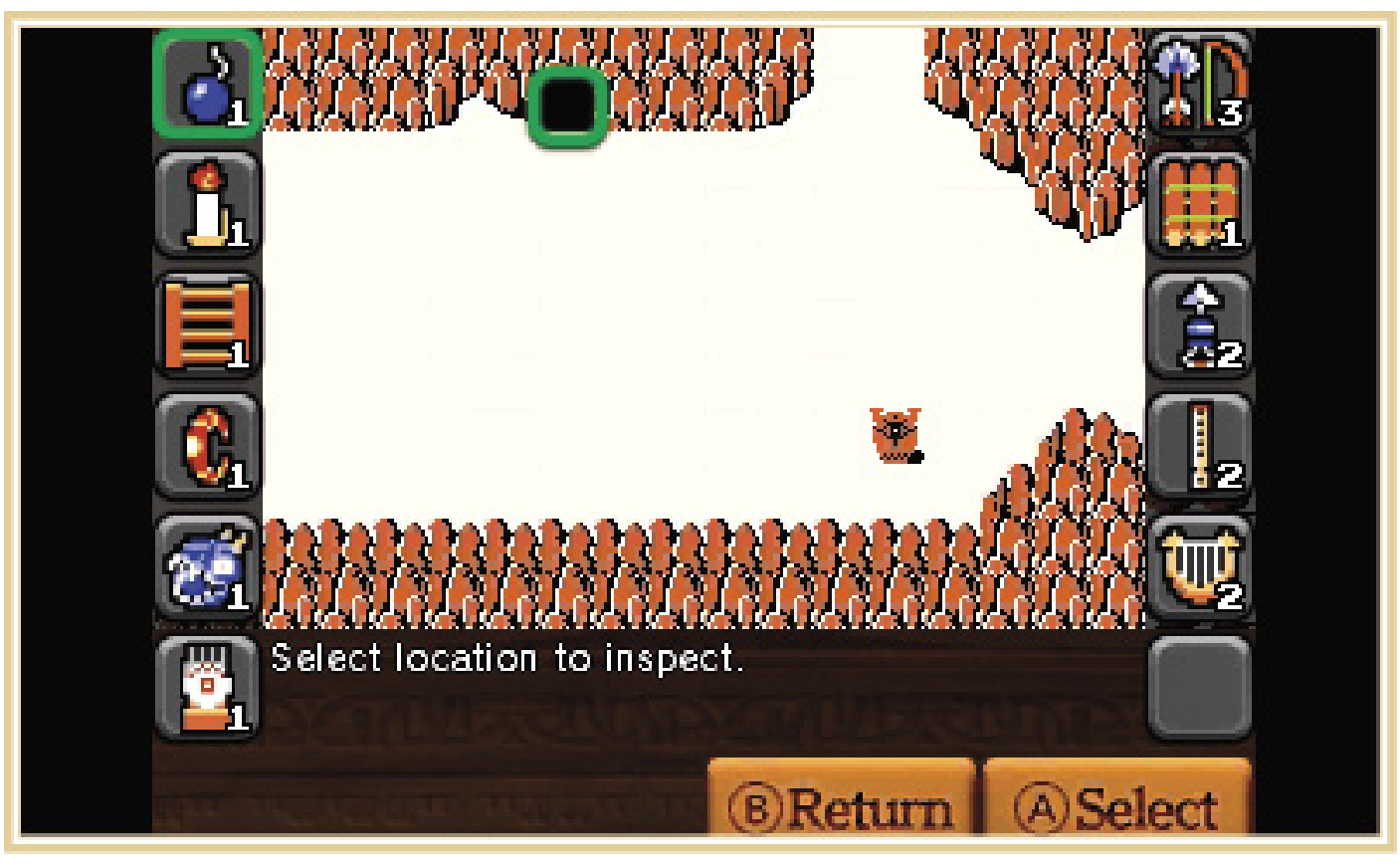
MISSING ENEMIES

You must use a Harp on the butterflies in the Search Screen to make the enemies appear in this Scenario.

ADVENTURE BATTLE: DEFEAT THE COMMANDERS OF TWO ARMIES!

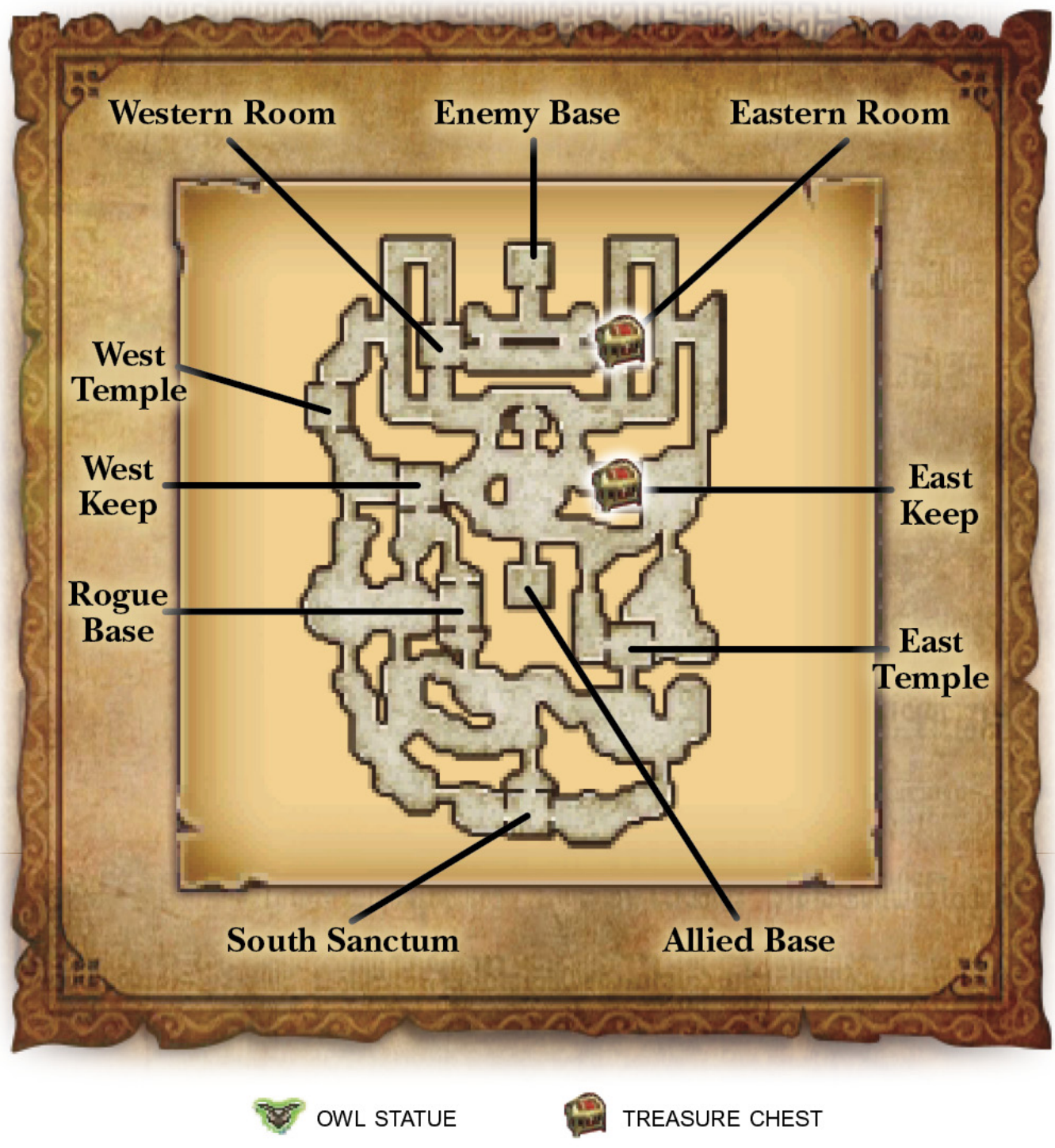
Unlockables
Zelda – Heart Container (Treasure)
Zelda – Piece of Heart (Treasure)
Fairy Clothing: Top (Treasure)

Search Item
Bombs: Zelda's Costume – Skyloft Robes



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

VALLEY OF SEERS



Victory Conditions	Defeat Conditions
Defeat Ghirahim and Fiery Aeralfos	If Fi flees or Allied Base falls

DEFEAT A VALUED ENEMY CAPTAIN

A Captain from both enemy armies will appear on the map. Find the nearest one and defeat it to gain access to that Captain's Commander.

For this stage, the best Captain to attack first is the Rogue Forces one. It'll enter the battlefield directly south of your starting location, so work your way south at the start of the battle.

Defeat the Messengers before they call in reinforcements

Messengers will appear on the field and attempt to make it to a Keep on the opposite side of the battlefield. Defeat them before they reach their destination to prevent them from calling in enemy reinforcements.

If you can't defeat the Messengers in a very small amount of time, just ignore them. The Allied Base will be under heavy attack for most of this fight, so protecting it should be your main objective. Try to keep the enemy Captains and Warriors out in the central valley in front of the Allied Base to limit how much damage those enemies can do. If they're in the Allied Base, any attacks they make will damage the base, making winning this fight much harder.

DEFEAT THE ENEMY COMMANDERS

You can find Ghirahim in the Enemy Base Keep and you can find Fiery Aeralfos in the Rogue Base Keep.

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Adventure Mode
H-3

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Ice Arrow

Search Item
Ice Arrow: Skull Kid – Heart Container (A-Rank)

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

TWO OF THE IMPRISONED

You don't have to worry about protecting Keeps this time around. Just aim for the toes and watch out for where they step. They'll fall over when you destroy all of their toes, which is when their Weak Point Mark will appear.

One thing to note: Ghirahim will turn traitorous almost immediately after the Scenario begins. If your Warrior is strong enough, feel free to take him out, otherwise do your best to avoid him.

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Adventure Mode
H-4

FIGHT THROUGH THE MYSTERY MASTERY QUIZ!

Unlockables
Compass
Ghirahim – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT THE ONE WEAK TO THE HOOKSHOT

The correct answer is Aeralfos.

DEFEAT THE ONE WEAK TO BOMBS

The correct answer is Shield Moblin.

DEFEAT THE ONE WEAK TO ARROWS

The correct answer is Big Poe.

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Hyrule Warriors Legends

Adventure Mode
H-5

DEFEAT THE WASTELAND BEAST!

Unlockables
Raft
Tingle – Heart Container (A-Rank)
Tingle – Piece of Heart (Treasure)
1,000 KO Gold Skulltula
Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

GERUDO DESERT

Victory Conditions	Defeat Conditions
Defeat Ghirahim	If Lana flees or Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

The enemy forces will use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be top priority.

Ignore the Bombchu in the southwest corner of the map and attack the northern Bombchu while keeping an eye on the eastern one. The northern Bombchu will reach its destination (the Rockface Keep) before the other two will, that's why attacking it first is important.

Destroy the eastern Bombchu, then the southwestern one. Now, focus on clearing your Keeps of Captains that have undoubtedly invaded them. Don't linger in one spot for too long and focus on Keeps that have a lot of enemy Captains in them, instead of trying to protect your Keeps with only one or two enemy Captains.

Once you've defeated the Bombchus, the mission will be finished.

DEFEAT THE ENEMY COMMANDER

You'll find Ghirahim in the Enemy Base Keep. To reach him, you must find the Boss Key in the North Oasis Keep. Once you have the Boss Key, approach the Enemy Base Keep and the gates will open.

DEFEAT GOHMA TO WIN

After defeating Ghirahim, Gohma will enter the battlefield near the Allied Base. Use your Bow to shoot its eye when it turns blue to reveal its Weak Point Mark. Hit it with a handful of Weak Point Smashes to win.

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Adventure Mode
H-6

FIGHT THROUGH THE SKYWARD SWORD QUIZ!

Unlockables
Compass

Search Item
Water Bombs: Fi – Heart Container (A-Rank)

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT THE DEMON LORD

The correct answer is Ghirahim.

DEFEAT THE HEAVYWEIGHT

The correct answer is the Shield Moblin.

DEFEAT THE SPIRIT OF THE SWORD

The correct answer is Fi.

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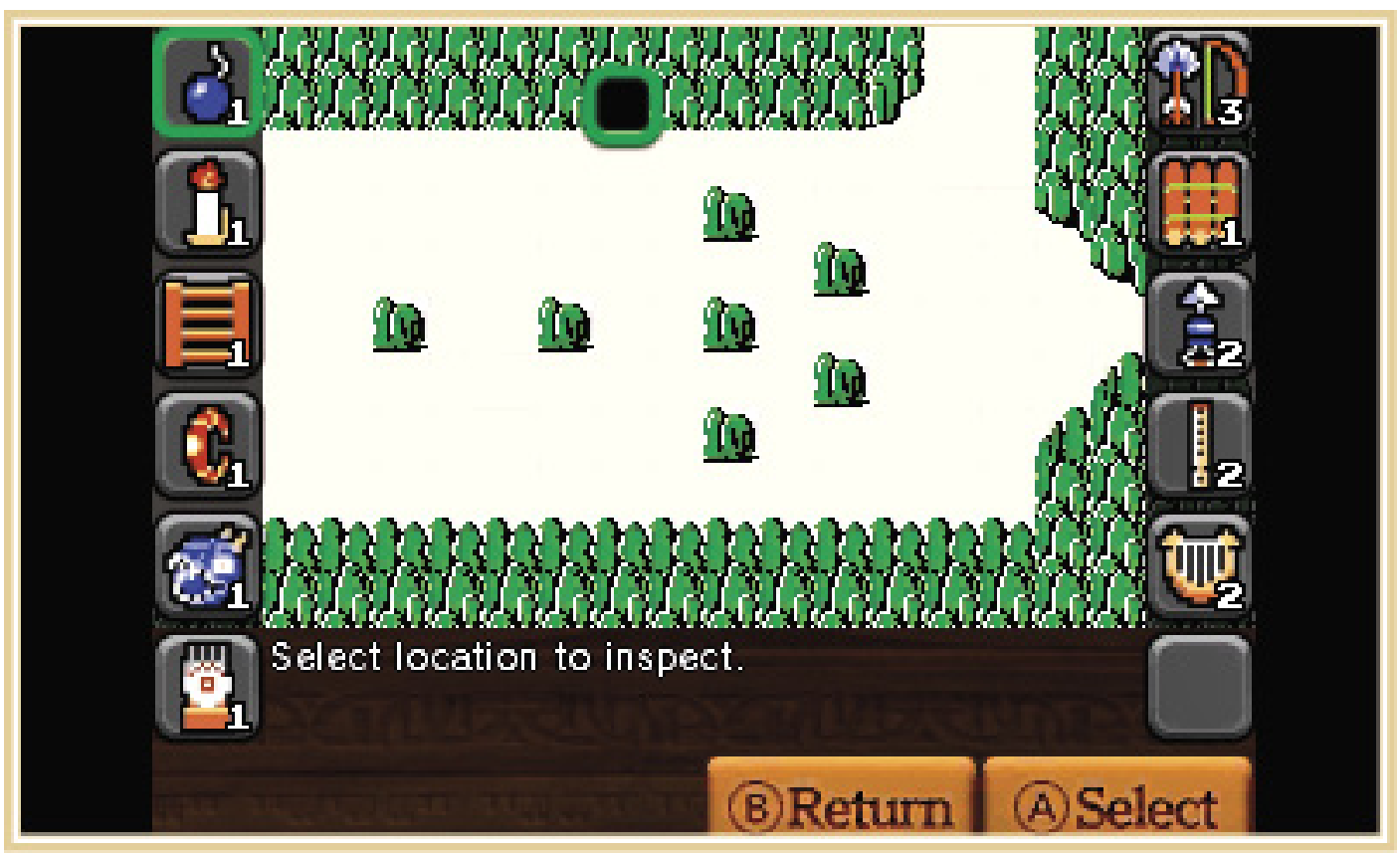
Hyrule Warriors Legends

Adventure Mode
H-7

ADVENTURE BATTLE: FIGHT AS A WARRIOR OF LIGHT!

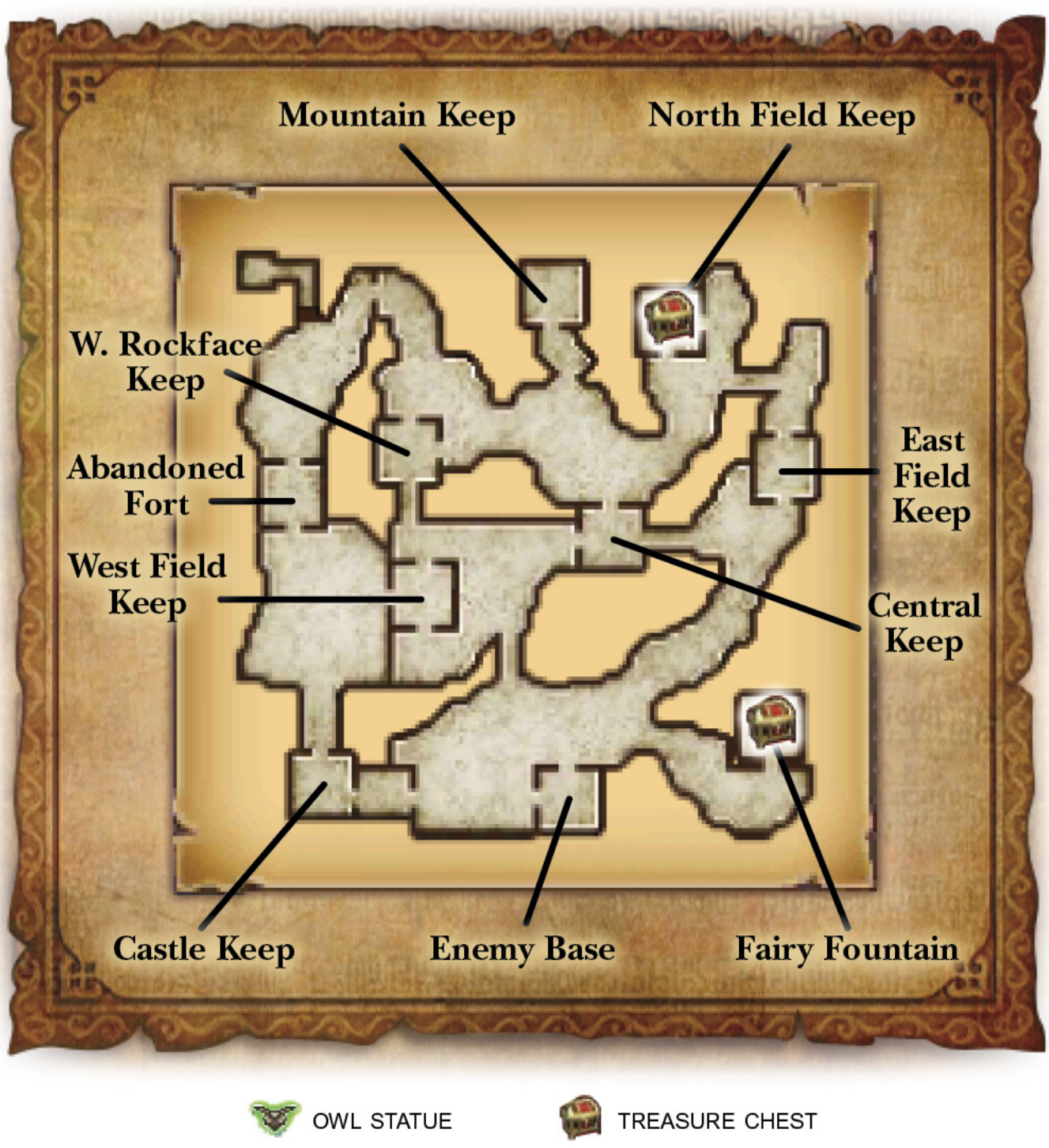
Unlockables
Ghirahim – Piece of Heart (Treasure)
1,000 KO Gold Skulltula
Second Gold Skulltula

Search Item
Bombs: Toon Link – Heart Container (A-Rank)



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

HYRULE FIELD



Victory Conditions	Defeat Conditions
Defeat Wizzro	If Zelda or Sheik flees

SAVE THE STRANDED ALLIED FORCES!

One of your allies is stuck on the west side of the battlefield. You need to get over there and defeat the marked enemy Captains to free your ally.

Capture one of the Keeps and break through!

To reach your ally, you'll first need to capture either W. Rockface Keep or Central Keep to gain access to the west side of the map.

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Adventure Mode

H-8

DEFEAT 300 ENEMIES IN TIME!

Unlockables

Impa – Heart Container (A-Rank)

Search Item

None

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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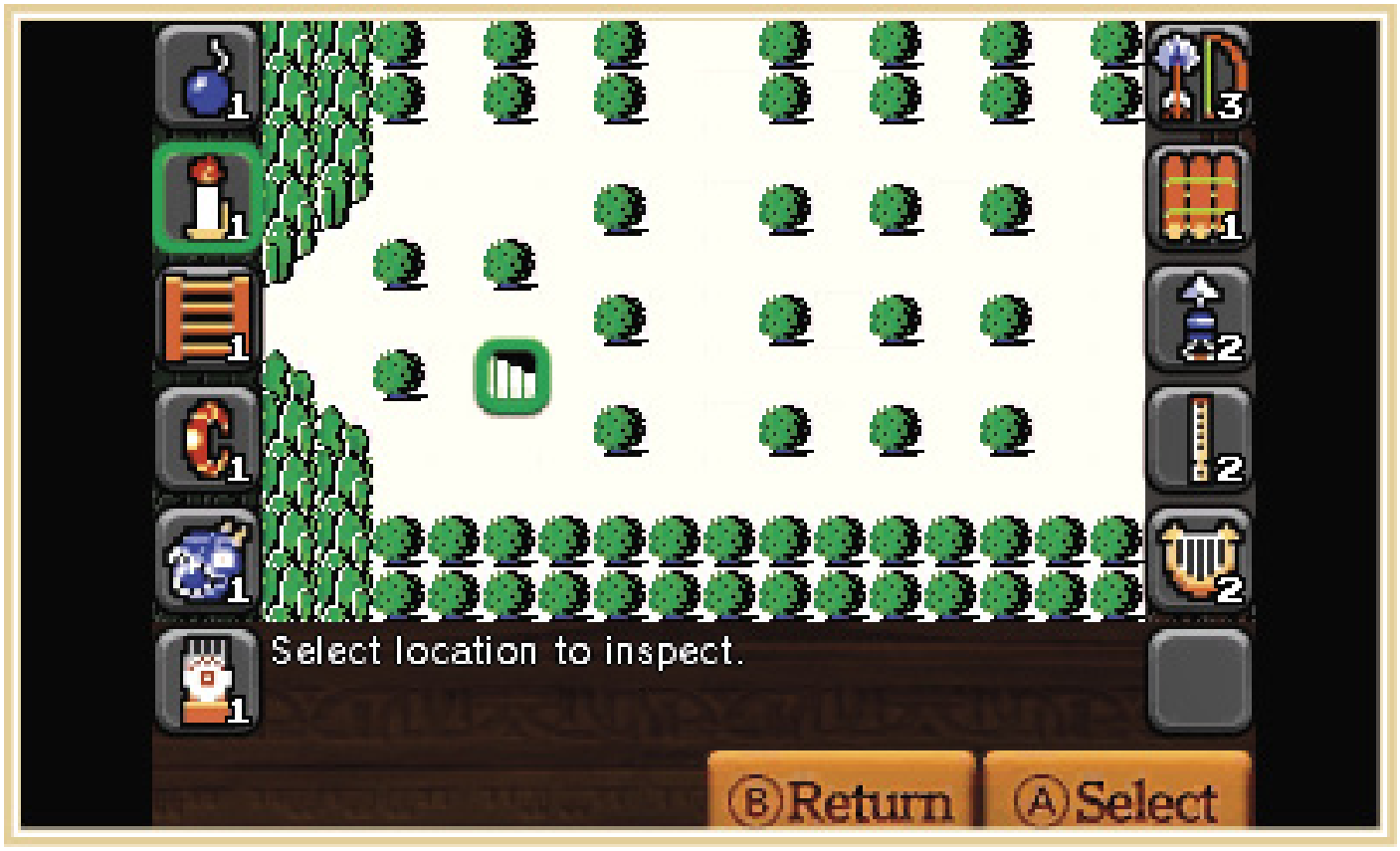
Hyrule Warriors Legends

Adventure Mode
H-9

ADVENTURE BATTLE: DUEL WITH THE DRAGON KNIGHT!

Unlockables
Candle
Toon Link – Piece of Heart (Treasure)
Fairy Food: Plant

Search Item
Candle: Sheik – Heart Container (A-Rank)



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

FARON WOODS

Victory Conditions	Defeat Conditions
Defeat Volga	If Zelda flees or Allied Base falls

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY!

Capture the Deku Tree and South Square Keep to complete the mission. Be warned: the South Square Keep has a Barrier of Water around it, meaning you must rescue the Fairy of Water from the Deku Tree Keep if you want to avoid taking continuous damage in the South Square Keep.

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Hyrule Warriors Legends

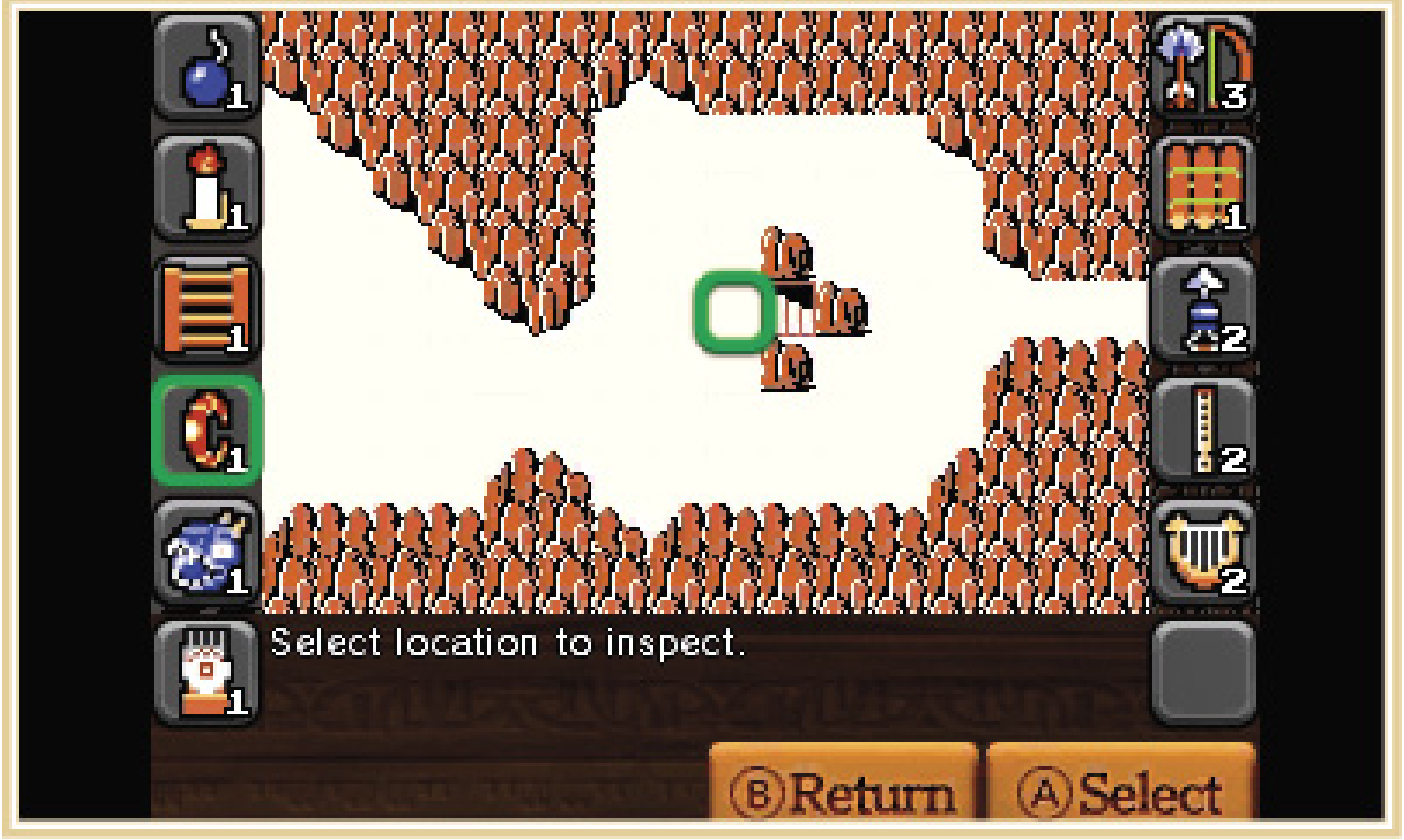
Adventure Mode
H-10

ADVENTURE BATTLE:

PREVENT REINFORCEMENTS FROM ARRIVING!

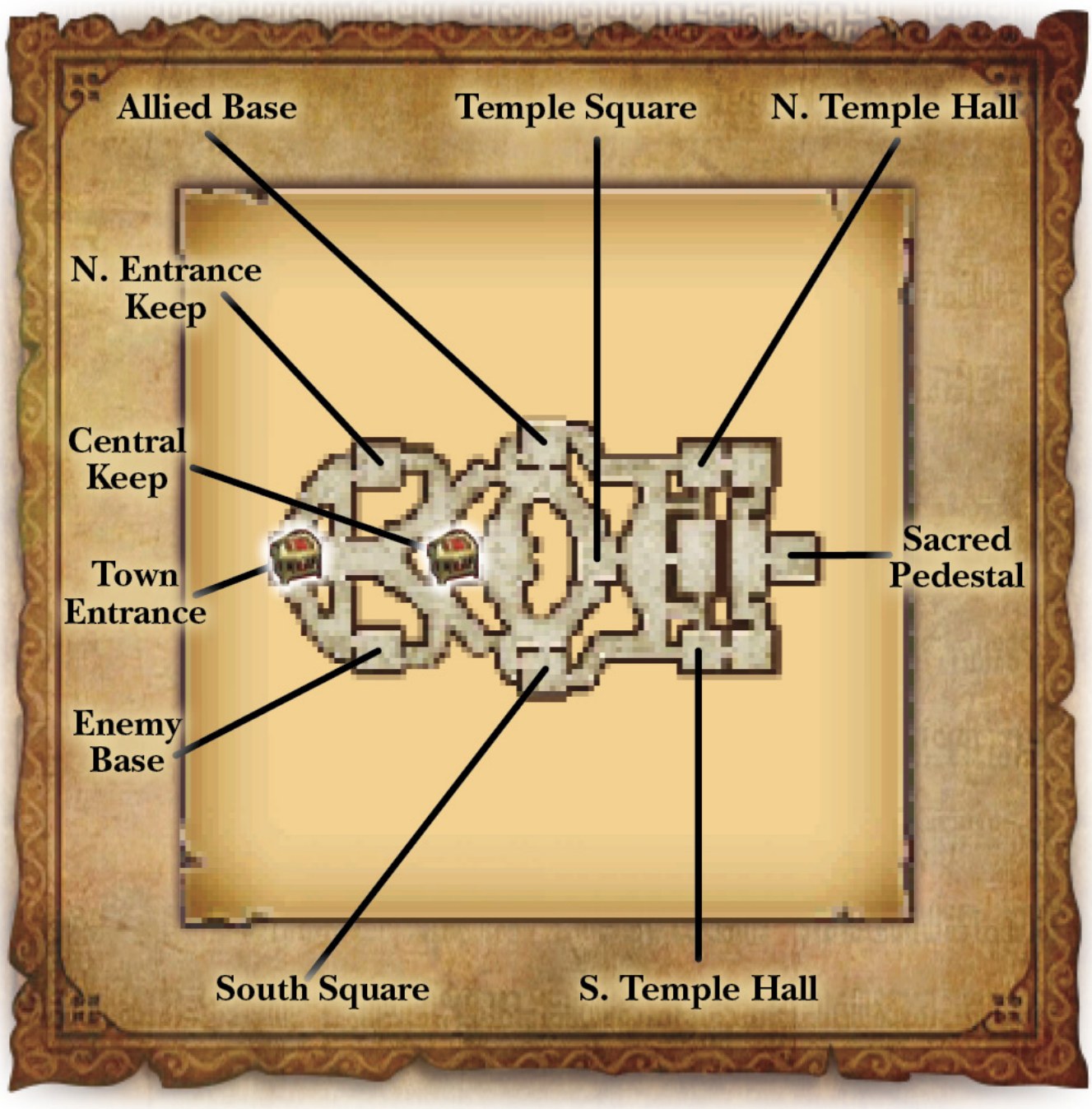
Unlockables
Zelda – Piece of Heart (Treasure)

Search Item
Power Bracelet: Zelda – Heart Container (A-Rank)



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

TEMPLE OF THE SACRED SWORD



Victory Conditions	Defeat Conditions
Defeat Cia	If Lana flees or Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they'll gain a morale boost, making the battle that much harder, and you'll then be tasked with recapturing that Keep.

The enemy forces will use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be top priority.

A Bombchu will head for both the N. Temple Hall Keep and the Temple Square Keep. Head to the N. Temple Hall first, because the Bombchu headed that way will reach its destination much faster than the one heading for the Temple Square.

Defeat the Scout Captain before Scout Troops can be called

A Scout Captain will enter the field while you're working on your mission. If the Scout Captain is left to his own devices, he'll call in Scout Troops to aid in the fight. To stop this from happening, race to the Scout Captain and defeat it swiftly. Just make sure that you do it only after the Bombchus have been dealt with.

DEFEAT THE ENEMY COMMANDER

You'll find Cia in the Enemy Base Keep, but before heading there, make sure to clear your Keeps of any Captains that may have entered them while you were distracted with the other missions. You'll also have to look out for a Summoner that enters the west side of the map. The Summoner will continuously summon Bokoblins to your location, making your time on this map that much more challenging.

Once you feel that your Keeps are safe, head to the Enemy Base Keep and defeat Cia.

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Adventure Mode
H-11

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Toon Link – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 30 ENEMY CAPTAINS

The Captains you'll be tangling with in this battle are ReDead Knights. They have only one projectile attack that can damage you and you can see it coming from a mile away—a poison spit attack that the ReDead Knight must charge up in the same way it charges up a freeze attack. Stick to Warriors with projectiles (Ghirahim, Link, Lana, Sheik) or use the Bow to handle this Captains with ease.

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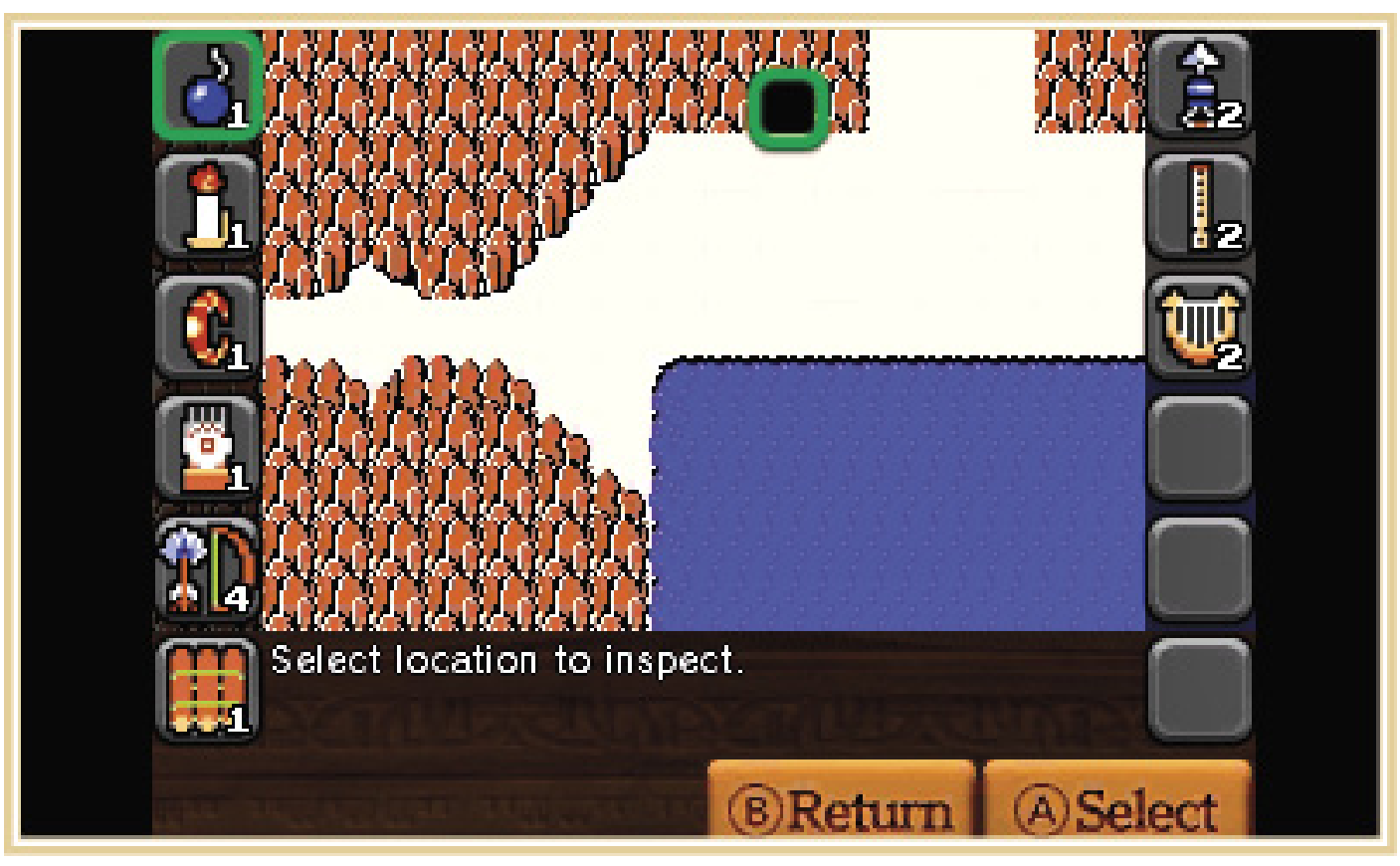
Hyrule Warriors Legends

Adventure Mode
H-12

ADVENTURE BATTLE: RUN SWIFTLY ACROSS THE BATTLEFIELD!

Unlockables
Young Link – Piece of Heart (Treasure)
Fairy Food: Plants

Search Item
Bomb: Young Link – Heart Container (A-Rank)



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

SKYLOFT

Victory Conditions	Defeat Conditions
Defeat Midna	If Volga flees or Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

You need to defeat the three Captains that are marked on your map to progress the mission.

Pay close attention to both the Allied Base and Volga, the battlefield is lousy with enemy Captains that roam in packs of three or four. If you allow them to, a pack of enemy Captains can defeat Volga or capture the Allied Base with no problems at all. Other than that, this battle is pretty simple.

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HYRULE WARRIORS LEGENDS

Adventure Mode

H-13

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Bombs

Search Item
Bombs: Ghirahim – Heart Container (A-Rank)

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

THREE KING DODONGOS

If you've ever played a *Legend of Zelda* title before, you know exactly what to do with these fellows. Wait for their mouths to open, then start shoveling Bombs into them. Lana and Link with his Master Sword are excellent for this mission.

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Hyrule Warriors Legends

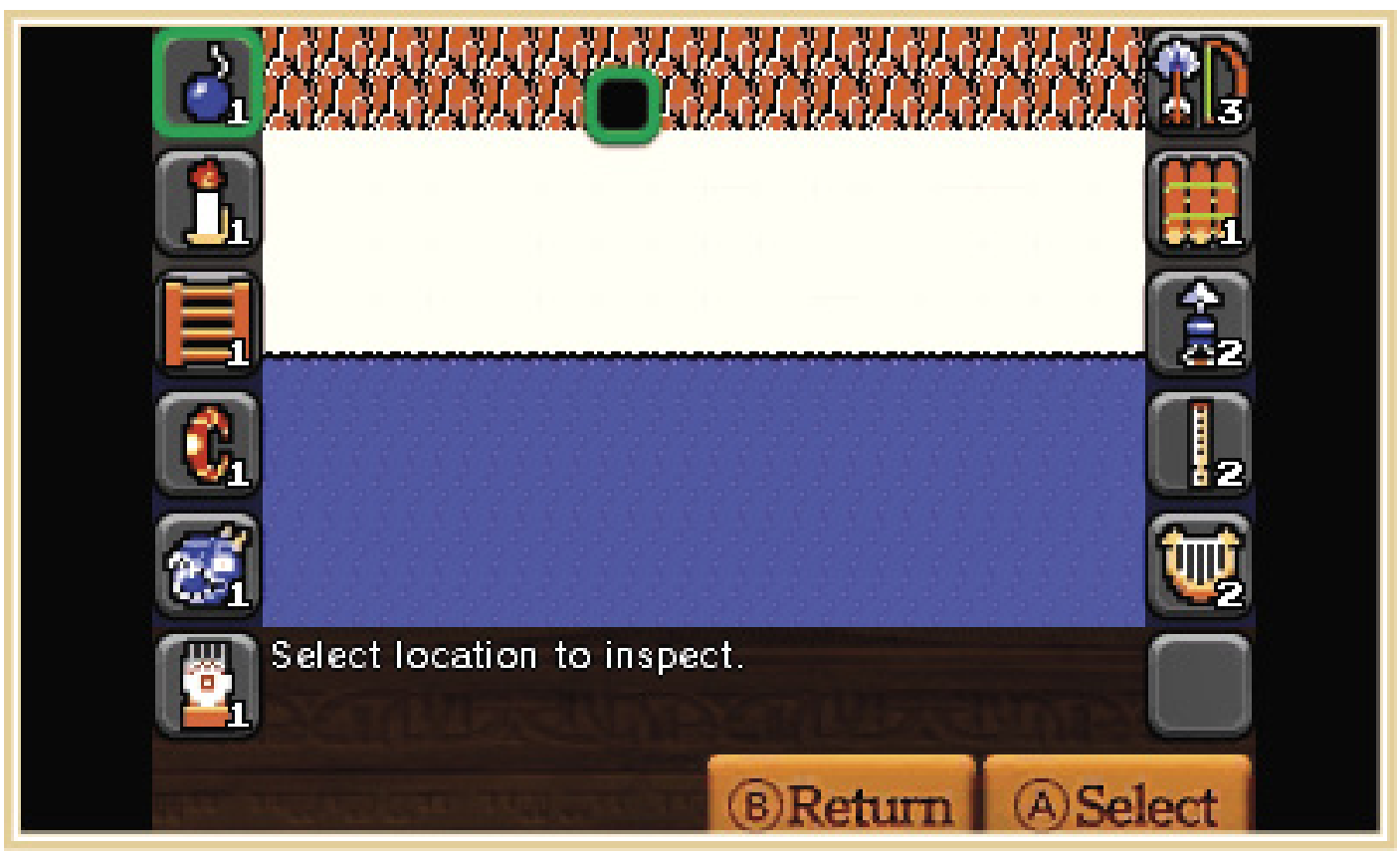
Adventure Mode
H-14

ADVENTURE BATTLE:

DEFEAT THE SHIELD MOBLIN FORCES!

Unlockables
Fi – Piece of Heart (Treasure)
Fairy Clothing: Bottoms (Treasure)

Search Item
Bomb: Fi – Heart Container (A-Rank)



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

PALACE OF TWILIGHT

Victory Conditions	Defeat Conditions
Defeat Cia	If Zelda or Lana flees

SAVE THE STRANDED ALLIED FORCES!

A group of your allies are scattered and stuck around the battlefield. You need to get over to them and defeat the marked enemy Captains to free your allies. Before you can do that, you need to capture either the Central Square or West Square Keep. This will open a gate in the Keep you captured, which will give you access to the northern half of the map.

After capturing one of the Keeps, you'll then be tasked with capturing another Keep from a pair. Either capture the Lower Level East or the North Palace Keep to get access to the remaining Stranded Allied Forces.

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HYRULE WARRIORS LEGENDS

Adventure Mode
H-15

ADVENTURE BATTLE: DEFEAT THE WARRIORS OF SKYLOFT!

Unlockables
Young Link – Piece of Heart (Treasure)
Fairy Clothing: Top (Treasure)

Search Item
Digging Claws: Midna – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 4,000 damage or less	

GERUDO DESERT

Victory Conditions	Defeat Conditions
Defeat Ganondorf	If Lana flees or Allied Base falls

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY!

In order to complete this mission, you need to capture the Rockface, North Oasis, S. Desert, and N. Settlement Keeps.

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Adventure Mode
H-16

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Ice Arrow
Sheik – Heart Container

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 30 ENEMY CAPTAINS

The Captains you'll be facing this time are Shield Moblins. They don't provide much in the way of opposition in these one-hit KO Scenarios. Just grab a character with a ranged attack, use your Bow and Arrow, and go to town. Just make sure you clear out the Beamos statues; they'll cause their fair share of problems later in the Scenario if you don't.

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Hyrule Warriors Legends

Warriors & Weapons
Overview

This section shows detailed information on every Warrior, all of their weapons, and every attack they can do with those weapons. You'll find descriptions on how to unlock each Warrior, where to find their weapons in Legend Mode and Adventure Mode, and breakdowns of each of the Regular and Combo Attacks so you can go to battle fully armed with the knowledge you need to win.

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Link

The Hero of Time, the Hero of Winds, the Hero of Light; Link is known by a lot of names and has lived a lot of lives, but this time he's donning the armor of a soldier to become the hero of battle. Armed with a veritable arsenal, Link has more tools of attack than any other Warrior in the game. He's also one of the fastest Warriors in your catalog and is capable of air combos if you're using his Hylian or Master Sword. It might be hard to forego Link on any Scenarios he can't be a part of, but that's probably for the best because there are plenty of other great Warriors to play.

How to unlock

Link is your starting Warrior, so you don't have to unlock him.

LINK'S WEAPONS

HYLIAN SWORD

The Hylian Sword should be familiar to fans of Zelda games the world over. It's the classic sword-and-shield combo that Link is rarely seen without, and there's a reason for that: Link is clearly comfortable with this setup, as he is more maneuverable and faster with this weapon than any other. Add to this the fact that he can chain every one of his Strong Attacks together with his classic Spin Attack by holding Combo at the end of each Combo Attack and you've got a recipe for destruction.

If you press Regular whenever one your attacks takes you into the air, you'll be able to perform an air combo. If you press Combo while in the air, Link drops in his famous Down Thrust, which creates a shockwave around him as he hits the ground.

You can press Regular while in the air up to three times, then follow it up with Combo to Down Thrust.

Knight's Sword

This is Link's starting weapon.

White Sword

You can find this weapon in the Sealed Weapon in "Sealed Ambition" in Legend Mode.

Magical Sword

You can find this weapon in Scenario H-6 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Magical Sword +

You can find this weapon in Scenario C-2 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

MASTER SWORD

The Master Sword functions almost exactly like the Hylian Sword with one small but important difference. Whenever your Hearts are full, the Master Sword does more powerful attacks and even adds sword beams to the ends of some attacks. Using Regular-Combo, Regular-Regular-Combo, Regular-Regular-Regular-Combo-Regular-Regular-Regular or doing a full Regular Attack combo will result in beams being shot out of the sword; in the case of Regular-Regular-Combo, this makes this weapon the absolute best in the game. You can find this weapon in the Sealed Weapon in Scenario 11 "The Sacred Sword," in Legend Mode.

MAGIC ROD

Link's Magic Rod is like a swiss army knife of weaponry. As you attack, the Magic Rod transforms into a variety of different weapons with a variety of ranges. The Magic Rod has some of the best range in the game and it's incredibly versatile. There isn't really a trick to this weapon; just mash Regular Attack, then press Combo Attack up to three times to get the weapon to transform.

Fire Rod

You can find this weapon in the Sealed Weapon in "The Sheikah Tribesman" in Legend Mode.

Prism Rod

You can find this weapon in Scenario F-14 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Magical Rod

You can find this weapon in Scenario B-8 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Magical Rod +

You can find this weapon in Scenario E-1 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

GREAT FAIRY

The Great Fairy is less like a weapon and more like her own individual warrior. Link takes a ride in the Giant Fairy's bottle while the Great Fairy takes center stage. Her size is massive, making her excellent for clearing out enemy soldiers and capturing Keeps. There are no tricks to using her; just use Combo Attacks and find which ones suit you best. We find that her Regular-Regular-Regular-Combo attack is particularly effective at clearing Keeps. If you press a solo Combo Attack, you'll temporarily increase her attack power, but it comes at the cost of a temporary decrease in her defense.

Great Fountain Fairy

Found in Scenario G-16 of the Adventure Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Great Forest Fairy

Found in Scenario H-1 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Great Sky Fairy

You can find this weapon in Scenario A-9 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Great Sky Fairy +

You can find this weapon in Scenario B-5 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

GAUNTLETS

The Gauntlets are another item that longtime *Legend of Zelda* fans will remember. Link's giant gloves stay true to their legacy by allowing Link to pick up objects and soldiers around the battlefield. By approaching Jars, Bomb Flowers, or regular soldiers and pressing Combo Attack, Link can lift them off the ground, carry them around the battlefield, and then throw them at his leisure by pressing Combo once more.

Silver Gauntlets

You can find this weapon in Scenario G-14 of the Adventure Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Golden Gauntlets

You can find this weapon in Scenario B-3 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Power Gloves

You can find this weapon in Scenario A-11 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Power Gloves +

You can find this weapon in Scenario G-5 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

HORSE

The Horse weapon is without a doubt the most unique weapon in all of *Hyrule Warriors Legends*. While Epona's Regular Attacks are a little lacking, all of her Combo Attacks are powerful and room clearing. Hit Regular-Combo and Epona flips around and kicks anyone in her range. Keep mashing Combo Attack immediately after and Link begins firing his Hero's Bow. Hit Regular-Regular-Combo and Epona jumps into the air and stomps down, knocking out any poor soul that's foolish enough to be underneath her. Regular-Regular-Regular-Combo with shoot Link forward in a zigzag motion, slicing and slashing his way through anyone in front of him. If you want a weapon that can clear Keeps and groups of enemies with ease, the Link's Horse is what you want.

Epona

You can find this weapon in Scenario E-15 of the Adventure Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Twilight Epona

You can find this weapon in Scenario G-1 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Epona of Time

You can find this weapon in Scenario D-13 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Epona of Time +

You can find this weapon in Scenario H-8 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

SPINNER

A whirling death machine by any other name wouldn't maim so sweet. Terror of the Keeps, Troop-Crusher, Captain-Shredder: we can't say if these are the Spinner's known names, but we can say that they should be. Just about every move you do with the Spinner clears group after group of enemies like they aren't even there. The single-press Combo Attack has Link kick his Spinner out from under him, grab a new one and leave the old one just spinning out in the open. Once you've put a few more Spinners out in an area, use just about any other Combo Attack that has Link come in contact with the loose Spinners. All of the Spinners fly around the area, tearing through any hapless enemies in its wake. Truly, this is one of the most fun and devastating weapons in the game.

Ancient Spinner

You can find this weapon in Scenario C-2 of the Adventure Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Enhanced Spinner

You can find this weapon in Scenario E-1 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Triforce Spinner

You can find this weapon in Scenario F-15 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Triforce Spinner +

You can find this weapon in Scenario D-5 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

LINK'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Hylian Sword: Regular Attack ×٧	Monster Tooth ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New spin attack for the Hylian Sword: Hold Combo Attack button after a Combo Attack	Piece of Darknut Armor ×1, Monster Tooth ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for Hylian Sword: Regular Attack ×9	Moblin Flank ×1, Monster Tooth ×1	1000
Kokiri Sword IV	New Combo Attack for Hylian Sword: Regular Attack ×4, then press Combo Attack	Stalmaster Wrist Bone ×1, Monster Tooth ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Moblin Flank ×1, Monster Tooth ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Stalmaster Wrist Bone ×1, Monster Tooth ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Ganon's Fang ×1, Ganon's Mane ×2, Lizalfos Gauntlet ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Lizalfos Scale ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Ganondorf's Gauntlet ×1, King Dodongo's Claws ×1, Lizalfos Scale ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Ganondorf's Jewel ×1, King Dodongo's Claws ×2, Lizalfos Gauntlet ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Lizalfos Scale ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Ganondorf's Gauntlet ×1, King Dodongo's Claws ×1, Lizalfos Scale ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Ganondorf's Jewel ×1, King Dodongo's Claws ×2, Lizalfos Gauntlet ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Lizalfos Scale ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Ganondorf's Gauntlet ×1, King Dodongo's Claws ×1, Lizalfos Scale ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Ganondorf's Jewel ×1, King Dodongo's Claws ×2, Lizalfos Gauntlet ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Dinolfos Fang ×1, Monster Tooth ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Ganondorf's Jewel ×1, King Dodongo's Claws ×2, Lizalfos Gauntlet ×2	3000
Wooden Sword I	New Combo Attack for the Magic Rod: Regular Attack ×1, then Combo Attack ×3.	Monster Tooth ×1	100
Wooden Sword II	New Combo Attack for the Magic Rod: Regular Attack ×2, then Combo Attack ×3.	Piece of Darknut Armor ×1, Monster Tooth ×1	500

	Wooden Sword III	New Combo Attack for the Magic Rod: Regular Attack ×3, then Combo Attack ×3.	Moblin Flank ×1, Monster Tooth ×1	1000
	Wooden Sword IV	New Combo Attack for the Magic Rod: Regular Attack ×4, then Combo Attack ×1.	Hylian Captain Gauntlet ×1, Monster Tooth ×1	3000
	Great Fairy Sword I	New Combo Attack for the Great Fairy: Regular Attack ×6	Monster Tooth ×1	100
	Great Fairy Sword II	New Combo Attack for the Great Fairy: Regular Attack ×4, then Combo Attack ×1	Goron Armor Breastplate ×1, Monster Tooth ×1	500
	Great Fairy Sword III	New Combo Attack for the Great Fairy: Regular Attack ×7	Lizalfos Scale ×1, Monster Tooth ×1	1000
	Great Fairy Sword IV	New Combo Attack for the Great Fairy: Regular Attack ×5, then Combo Attack ×1	Fiery Aeralfos Leather ×1, Monster Tooth ×1	3000
	Giant's Knife I	New Combo Attack for the Gauntlets: Regular Attack ×1, then Combo Attack ×3	Monster Tooth ×1	100
	Giant's Knife II	New Combo Attack for the Gauntlets: Regular Attack ×2, then Combo Attack ×3	Aeralfos Leather ×1, Monster Tooth ×1	500
	Giant's Knife III	New Combo Attack for the Gauntlets: Regular Attack ×3, then Combo Attack ×3	Piece of Darknut Armor ×1, Monster Tooth ×1	1000
	Giant's Knife IV	New Combo Attack for the Gauntlets: Regular Attack ×4, then Combo Attack ×1	ReDead Bandage ×1, Monster Tooth ×1	3000
	Razor Sword I	New Combo Attack for the Horse: Regular Attack ×1, then Combo Attack ×3	Monster Tooth ×1	100
	Razor Sword II	New Combo Attack for the Horse: Regular Attack ×2, then Combo Attack ×3	Dinolfos Fang ×1, Monster Tooth ×1	500
	Razor Tooth III	New Combo Attack for the Horse: Regular Attack ×3, then Combo Attack ×3	Shield-Moblin Helmet ×1, Monster Tooth ×1	1000
	Razor Tooth IV	New Combo Attack for the Horse: Regular Attack ×4, then Combo Attack ×1	Goron Armor Breastplate ×1, Monster Tooth ×1	3000
	Gilded Sword I	New Combo Attack for the Spinner: Regular Attack ×6	Monster Tooth ×1	100
	Gilded Sword II	New Combo Attack for the Spinner: Regular Attack ×4, then Combo Attack ×1	Fiery Aeralfos Leather ×1, Monster Tooth ×1	500
	Gilded Sword III	New Combo Attack for the Spinner: Regular Attack ×7	ReDead Bandage ×1, Monster Tooth ×1	1000
	Gilded Sword IV	New Combo Attack for the Spinner: Regular Attack ×5, then Combo Attack ×1	Shield-Moblin Helmet ×1, Monster Tooth ×1	3000

DEFENSE BADGES

	Name	Description	Materials Required	Cost
	Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Old Rag ×1	100
	Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	Stalmaster Wrist Bone ×1, Old Rag ×1	1000
	Empty Bottle III	Allows a warrior to use a potion three times per battle.	King Dodongo's Crystal ×1, Ganondorf's Gauntlet ×2, Lizalfos Gauntlet ×2	3000
	Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Lizalfos Scale ×1	500

.	Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Ganondorf's Gauntlet ×1, King Dodongo's Claws ×1, Lizalfos Scale ×3	1000
.	Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	King Dodongo's Crystal ×1, Ganondorf's Gauntlet ×2, Lizalfos Gauntlet ×2	3000
.	Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Lizalfos Scale ×2	1000
.	Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Ganondorf's Gauntlet ×1, King Dodongo's Claws ×1, Lizalfos Scale ×3	3000
.	Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	King Dodongo's Claws ×1, Ganondorf's Gauntlet ×2, Lizalfos Gauntlet ×2	5000
.	Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Lizalfos ×2	1000
.	Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Ganondorf's Gauntlet ×1, King Dodongo's Claws ×1, Lizalfos Scale ×3	3000
.	Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	King Dodongo's Crystal ×1, Ganondorf's Gauntlet ×2, Lizalfos Gauntlet ×2	5000
.	Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Lizalfos Scale ×2	1000
.	Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Ganondorf's Gauntlet ×1, King Dodongo's Claws ×1, Lizalfos Scale ×3	3000
.	Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	King Dodongo's Crystal ×1, Ganondorf's Gauntlet ×2, Lizalfos Gauntlet ×2	5000
.	Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Lizalfos Scale ×2	1000
.	Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Ganondorf's Gauntlet ×1, King Dodongo's Claws ×1, Lizalfos Scale ×3	3000
.	Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	King Dodongo's Crystal ×1, Ganondorf's Gauntlet ×2, Lizalfos Gauntlet ×2	5000
.	Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Lizalfos Scale ×2	1000
.	Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Ganondorf's Gauntlet ×1, King Dodongo Claws ×1, Lizalfos Scale ×3	3000
.	Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	King Dodongo's Crystal ×1, Ganondorf's Gauntlet ×2, Lizalfos Gauntlet ×2	5000
.	Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Lizalfos Scale ×3	1000
.	Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Ganondorf's Gauntlet ×1, King Dodongo's Claws ×1, Lizalfos Scale ×3	3000
.	Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Ganon's Fang ×1, Ganon's Mane ×2, Lizalfos Gauntlet ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Metal Plate ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Ganondorf's Gauntlet ×1, King Dodongo's Claws ×1, Lizalfos Scale ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Ganon's Fang ×1, Ganon's Mane ×2, Lizalfos Scale ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Lizalfos Scale ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Ganondorf's Jewel ×1, Ganondorf's Gauntlet ×2, Lizalfos Gauntlet ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Lizalfos Scale ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Ganondorf's Jewel ×1, Ganondorf's, Gauntlet ×2, Lizalfos Gauntlet ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Lizalfos Scale ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Ganondorf's Jewel ×1, Ganondorf's Gauntlet ×2, Lizalfos Gauntlet ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Lizalfos Scale ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Ganondorf's Jewel ×1, Ganondorf's Gauntlet ×2, Lizalfos Gauntlet ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Lizalfos Scale ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Ganondorf's Jewel ×1, Ganondorf's Gauntlet ×2, Lizalfos Gauntlet ×2	2000

LINK'S COSTUMES

Name	Location
Trainee Tunic	This is Link's starting costume.
Hero's Clothes	Complete "The Armies of Ruin" in Legend Mode.
Hero's Clothes (Boss)	Complete "The Giants Gather" in the Reward Map with an A-Rank.
Dark Link	Complete "True Partners" in the Reward Map with an A-Rank.
Hero's Clothes (Great Sea)	A-12 in the Great Sea Map; need to use Item Card.
Hero's Clothes (Master Quest)	G-9 in the Master Quest Map; need to use Item Card.
Zora Tunic	E-5 in the Adventure Map; need to use Item Card.
Goron Tunic	A-7 in the Adventure Map; need to use Item Card.
Knight of Skyloft Tunic	F-2 in the Adventure Map; need to use Item Card.
Era of Twilight Tunic	E-6 in the Twilight Map; need to use Item Card.
Hero's Clothes (Twilight)	F-3 in the Twilight Map; need to use Item Card.
Postman Uniform	F-7 in the Twilight Map; need to use Item Card.
Kokiri Tunic	G-6 in the Termina Map; need to use Item Card.
Fierce Deity Link	C-2 in the Termina Map; need to use Item Card.

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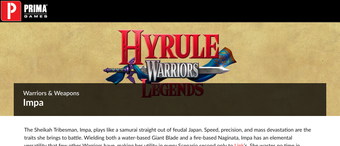

Impa

The Sheikah Tribesman, Impa, plays like a samurai straight out of feudal Japan. Speed, precision, and mass devastation are the traits she brings to battle. Wielding both a water-based Giant Blade and a fire-based Naginata, Impa has an elemental versatility that few other Warriors have, making her utility in every Scenario second only to Link's. She wastes no time in defeating her enemies because her duty is, first and foremost, to protect Princess Zelda.

How to unlock

Impa is unlocked after completing "The Armies of Ruin" in Legend Mode.

IMPA'S WEAPONS

GIANT BLADE

Impa's Giant Blade lives up to its name by being one of the larger weapons in the game. There are no tricks to this weapon, just incredible power, great range, and excellent speed. Her Giant Blade is also infused with the element of water, which means that enemies that hit with certain attacks take damage over time while there is water covering their head.

Giant's Knife

This is Impa's starting weapon.

Biggoron's Knife

You can find this weapon in the Sealed Weapon in "Land of Myth" in Legend Mode.

Biggoron's Sword

You can find this weapon in Scenario G-6 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Biggoron's Sword +

You can find this weapon in Scenario C-7 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

NAGINATA

Compared to the Giant Blade, the Naginata might feel a bit unruly, but that doesn't make it any less devastating. This weapon is strong and makes Impa highly mobile, as its moves propel her around the battlefield like an overly caffeinated harbinger of death. One of the best reasons to use this weapon is its Special Attack, which creates giant Naginata blades that draw foes in like a prison cage and then crash down on them, decimating any that are anywhere near the attack. It's one of the best Special Attacks in the game, easily defeating 50+ foes and taking giant chunks out of the Health Bars of enemy Captains.

Guardian Naginata

You can find this weapon in Scenario G-11 of the Adventure Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Scorching Naginata

You can find this weapon in Scenario G-14 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Sheikah Naginata

You can find this weapon in Scenario E-3 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Sheikah Naginata +

You can find this weapon in Scenario G-8 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

IMPA'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Giant Blade: Regular Attack +6	Metal Plate ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New spin attack for the Giant Blade: Regular Attack +6, then press Combo Attack	Piece of Darkrut Armor ×1, Metal Plate ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Giant Blade: Regular Attack +7	Goron Armor Breastplate ×1, Metal Plate ×1	1000
Kokiri Sword IV	New Combo Attack for the Giant Blade: Regular Attack +5, then press Combo Attack	ReDead Bandage ×1, Metal Plate ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Goron Armor Breastplate ×1, Metal Plate ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	ReDead Bandage ×1, Metal Plate ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Lana's Cloak ×1, Wizzro's Robe ×2, Big Poe's Lantern ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Big Poe Necklace ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Lana's Hair Clip ×1, Wizzro's Robe ×1, Big Poe Necklace ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Lana's Cloak ×1, Wizzro's Robe ×2, Big Poe's Lantern ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Big Poe Necklace ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Lana's Hair Clip ×1, Wizzro's Robe ×1, Big Poe Necklace ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Lana's Cloak ×1, Wizzro's Robe ×2, Big Poe's Lantern ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Big Poe Necklace ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Materials Needed: Lana's Hair Clip ×1, Wizzro's Robe ×1, Big Poe Necklace ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Lana's Cloak ×1, Wizzro's Robe ×2, Big Poe's Lantern ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Stalmaster's Wrist Bone ×1, Metal Plate ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Lana's Cloak ×1, Wizzro's Robe ×2, Big Poe's Lantern ×2	5000
Wooden Sword I	New Combo Attack for the Naginata: Regular Attack +1, then Combo Attack ×3	Metal Plate ×1	100
Wooden Sword II	New Combo Attack for the Naginata: Regular Attack ×2, then Combo Attack ×3	Fiery Aeralfos Leather ×1, Metal Plate ×1	500
Wooden Sword III	New Combo Attack for the Naginata: Regular Attack ×3, then Combo Attack ×3	ReDead Bandage ×1, Metal Plate ×1	1000
Wooden Sword IV	New Combo Attack for the Magic Rod: Regular Attack ×4, then Combo Attack ×1.	Shield-Moblin Helmet ×1, Metal Plate ×1	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Old Rag ×1	100
Empty Bottle II (Unlocks Navru's Love I)	Allows a warrior to use a potion twice per battle.	ReDead Bandage ×1, Old Rag ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Wizzro's Ring ×1, Lana's Hair Clip ×2, Big Poe's Lantern ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Big Poe Necklace ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Lana's Hair Clip ×1, Wizzro's Robe ×1, Big Poe Necklace ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Wizzro's Ring ×1, Lana's Hair Clip ×2, Big Poe's Lantern ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Big Poe Necklace ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Lana's Hair Clip ×1, Wizzro's Robe ×1, Big Poe Necklace ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Wizzro's Ring ×1, Lana's Hair Clip ×2, Big Poe's Lantern ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Big Poe Necklace ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Lana's Hair Clip ×1, Wizzro's Robe ×1, Big Poe Necklace ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Wizzro's Ring ×1, Lana's Hair Clip ×2, Big Poe's Lantern ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Big Poe Necklace ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Lana's Hair Clip ×1, Wizzro's Robe ×1, Big Poe Necklace ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Wizzro's Ring ×1, Lana's Hair Clip ×2, Big Poe's Lantern ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Big Poe Necklace ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Lana's Hair Clip ×1, Wizzro's Robe ×1, Big Poe Necklace ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Wizzro's Ring ×1, Lana's Hair Clip ×2, Big Poe's Lantern ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Big Poe Necklace ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Lana's Hair Clip ×1, Wizzro's Robe ×1, Big Poe Necklace ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Wizzro's Ring ×1, Lana's Hair Clip ×2, Big Poe's Lantern ×2	5000
Navru's Love I	Nullifies knock-back on the first hit taken from enemies.	Big Poe Necklace ×3	1000
Navru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Lana's Hair Clip ×1, Wizzro's Robe ×1, Big Poe Necklace ×3	3000
Navru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Wizzro's Ring ×1, Lana's Hair Clip ×2, Big Poe's Lantern ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Monster Tooth ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Lana's Hair Clip ×1, Wizzro's Robe ×1, Big Poe Necklace ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Lana's Cloak ×1, Lana's Hair Clip ×2, Big Poe's Lantern ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Big Poe Necklace ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Lana's Cloak ×1, Lana's Hair Clip ×2, Big Poe's Lantern ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Big Poe Necklace ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Lana's Cloak ×1, Lana's Hair Clip ×2, Big Poe's Lantern ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Big Poe Necklace ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Lana's Cloak ×1, Lana's Hair Clip ×2, Big Poe's Lantern ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Big Poe Necklace ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Lana's Cloak ×1, Lana's Hair Clip ×2, Big Poe's Lantern ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Big Poe Necklace ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Lana's Cloak ×1, Lana's Hair Clip ×2, Big Poe's Lantern ×2	2000

IMPA'S COSTUMES

Name	Location
Standard Outfit	This is Impa's starting outfit.
Standard Outfit (Great Sea)	A-10 in the Great Sea Map; need to use Item Card.
Standard Outfit (Master Quest)	E-7 in the Master Quest Map; need to use Item Card.
Standard Outfit (Twilight)	B-11 in the Twilight Map; need to use Item Card.
Era of the Hero of Time Outfit	F-10 in the Termina Map; need to use Item Card.
Mask of Truth	A-11 in the Termina Map; need to use Item Card.

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Hyrule Warriors Legends

Warriors & Weapons

Sheik

Sheik is one of the fastest Warriors in the game. Her running speed is very fast and her ability to dodge is incredible. But speed is not the only thing to come to Sheik for, no sir and/or ma'am! Her Harp allows her to command the elements! On top of that, she has the ability to create a shield around herself that protects her from a fixed amount of damage, making her invaluable to anyone trying to get A-Ranks in Adventure Mode. She is, without a doubt, one of the best Warriors in the game.

How to unlock

Sheik becomes available after completing "The Sheikah Tribesman" in Legend Mode.

SHEIK'S WEAPONS

HARP

As mentioned before, the Harp has the ability to control the elements. By using any one of the Harp's five Combo Attacks, the Harp becomes imbued with the power of an element. Which element depends on which Combo Attack you use. Pressing Regular-Combo, for example, creates a water tornado, which imbues the Harp with the water element. If you were to press Combo at this point, Sheik would play her Harp and create a water shield around her, which protects her from damage and effects like Deku Baba poison and Gibdo stunning breath—incredibly useful! Pressing Combo Attack after using the Regular-Regular-Combo attack creates a sigil on the ground that explodes into a pillar of fiery death. Pressing Combo after using the Regular-Regular-Regular-Combo attack creates a large tornado of lightning around Sheik that damages all enemies that Sheik comes close to. Using the Regular-Regular-Regular-Regular-Combo attack imbues the Harp with dark element, and pressing Combo after that creates a black hole that sucks enemies in and damages them. Finally, using the Regular-Regular-Regular-Regular-Regular-Combo attack and pressing Combo again creates a giant, golden square on the ground that fills up your Special Meter bars while you stand inside it. Truly, the Harp is one of the best weapons in the game, rivaling even the Master Sword.

Goddess's Harp

This is Sheik's starting weapon.

Typhoon Harp

You can find this weapon in the Sealed Weapon in "The Water Temple" in Legend Mode.

Triforce Harp

You can find this weapon in Scenario A-7 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Triforce Harp +

You can find this weapon in Scenario H-13 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

SHEIK'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Harp: Regular Attack ×6	Old Rag ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for the Harp: Regular Attack ×4, then press Combo Attack.	Piece of Darknut Armor ×1, Old Rag ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Harp: Regular Attack ×7	Goron Armor Breastplate ×1, Old Rag ×1	1000
Kokiri Sword IV	New Combo Attack for the Harp: Regular Attack ×4, then press Combo Attack.	Stalmaster Wrist Bone ×1, Old Rag ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Goron Armor Breastplate ×1, Old Rag ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Stalmaster Wrist Bone ×1, Old Rag ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Ruto's Scale ×1, Argorok's Embers ×2, Heavy Gibdo Sword ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Gibdo Bandage ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Ruto's Earrings ×1, Argorok's Embers ×1, Gibdo Bandage ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Ruto's Scale ×1, Argorok's Embers ×2, Heavy Gibdo Sword ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Gibdo Bandage ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Ruto's Earrings ×1, Argorok's Embers ×2, Gibdo Bandage ×2	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Ruto's Scale ×1, Argorok's Embers ×2, Heavy Gibdo Sword ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Gibdo Bandage ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Ruto's Earrings ×1, Argorok's Embers ×1, Gibdo Bandage ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Ruto's Scale ×1, Argorok's Embers ×2, Heavy Gibdo Sword ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Piece of Darknut Armor ×1, Old Rag ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Ruto's Scale ×1, Argorok's Embers ×2, Heavy Gibdo Sword ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Monster Tooth ×1	100
Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	Goron Armor Breastplate ×1, Monster Tooth ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Argorok's Stone ×1, Ruto's Earrings ×2, Heavy Gibdo Sword ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Gibdo Bandage ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Ruto's Earrings ×1, Argorok's Embers ×1, Gibdo Bandage ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Argorok's Stone ×1, Ruto's Earrings ×2, Heavy Gibdo Sword ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Gibdo Bandage ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Ruto's Earrings ×1, Argorok's Embers ×1, Gibdo Bandage ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Argorok's Stone ×1, Ruto's Earrings ×2, Heavy Gibdo Sword ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Gibdo Bandage ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Ruto's Earrings ×1, Argorok's Embers ×1, Gibdo Bandage ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Argorok's Stone ×1, Ruto's Earrings ×2, Heavy Gibdo Sword ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Gibdo Bandage ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Ruto's Earrings ×1, Argorok's Embers ×1, Gibdo Bandage ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Argorok's Stone ×1, Ruto's Earrings ×2, Heavy Gibdo Sword ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Gibdo Bandage ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Ruto's Earrings ×1, Argorok's Embers ×1, Gibdo Bandage ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Argorok's Stone ×1, Ruto's Earrings ×2, Heavy Gibdo Sword ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Gibdo Bandage ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Ruto's Earrings ×1, Argorok's Embers ×1, Gibdo Bandage ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Argorok's Stone ×1, Ruto's Earrings ×2, Heavy Gibdo Sword ×2	5000
Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Gibdo Bandage ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Ruto's Earrings ×1, Argorok's Embers ×1, Gibdo Bandage ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Argorok's Stone ×1, Ruto's Earrings ×2, Heavy Gibdo Sword ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Metal Plate ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Ruto's Earrings ×1, Argorok's Embers ×1, Gibdo Bandage ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Ruto's Scale ×1, Rutо's Earrings ×2, Heavy Gibdo Sword ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Gibdo Bandage ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Ruto's Scale ×1, Rutо's Earrings ×2, Heavy Gibdo Sword ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Gibdo Bandage ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Ruto's Scale ×1, Rutо's Earrings ×2, Heavy Gibdo Sword ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Gibdo Bandage ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Ruto's Scale ×1, Rutо's Earrings ×2, Heavy Gibdo Sword ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Gibdo Bandage ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Ruto's Scale ×1, Rutо's Earrings ×2, Heavy Gibdo Sword ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Gibdo Bandage ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Ruto's Scale ×1, Rutо's Earrings ×2, Heavy Gibdo Sword ×2	2000

SHEIK'S COSTUMES

Name	Location
Standard Outfit	This is Sheik's starting costume.
Standard Outfit (Great Sea)	E-11 in the Great Sea Map; need to use Item Card.
Standard Outfit (Master Quest)	C-9 in the Master Quest Map; need to use Item Card.
Standard Outfit (Twilight)	F-12 in the Twilight Map; need to use Item Card.
Era of the Hero of Time Outfit	H-9 in the Termina Map; need to use Item Card.
Kafei's Mask	G-13 in the Termina Map; need to use Item Card.

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Lana

The Sorceress of the Woods may be bubbly and energetic, but she is not one to be trifled with. Armed with incredible magic, Lana is nearly as powerful as Link for those who know how to wield her power effectively. She's the only Warrior who comes close to having the number of weapons that Link sports, each of them wildly varied and intricate in its own way. Her Book of Sorcery allows her to create magical monuments that she uses as platforms to bounce around the battlefield or to smash and launch enemies; her Spear allows her to call upon the aid of the Deku Tree and its Deku Sprouts; her Summoning Gate gives her the ability to summon smaller versions of some of the game's Giant Boss monsters to do her bidding, all while she dances nonchalantly. The range and power Lana has with her Strong Attacks is better than just about any other Warrior in the game.

How to unlock

Lana becomes available after "The Sorceress of the Woods" in Legend Mode.

LANA'S WEAPONS

BOOK OF SORCERY

Lana's Book of Sorcery is another of the most versatile and powerful weapons in the game, but not for its Regular Attack power, its range, or its speed; heck, even its Special Attack isn't what makes it so great, and it's a pretty darn good Special Attack! The Book of Sorcery's strength lies in its Combo Attacks. As you purchase Lana's Kokiri Badges from the Badge Market, she gains the ability to tack on extra moves to her Combo Attacks. The wonderful thing about this is that she can easily mix and match Combo Attacks, but we may be getting ahead of ourselves here. When Lana uses her Combo Attacks, they create magic walls to attack enemies. You can manipulate these magic walls by pressing Combo up to two more times after using a Combo Attack, but if you hold off from pushing it a second time, the walls will stay in place. From here, you can hit Combo to have Lana perform a lunging kick. If you have Lana kick any of these magic walls, she launches into the air and destroy the walls, creating a magical explosion that hits all enemies in the area. This is excellent for clearing out Keeps and since walls linger for a good bit of time, you can use one move that creates a wall while damaging enemies, use another, then turn back and kick one of the original walls to create the explosion. The last thing to note about Lana is that her Regular-Regular-Regular-Combo-Combo attack is one of the absolute best attacks for taking out Giant Boss Weak Point Marks. She can almost deplete a Weak Point Mark in one try by using that Combo Attack.

Spirit's Tome

This is Lana's starting weapon.

Sealing Tome

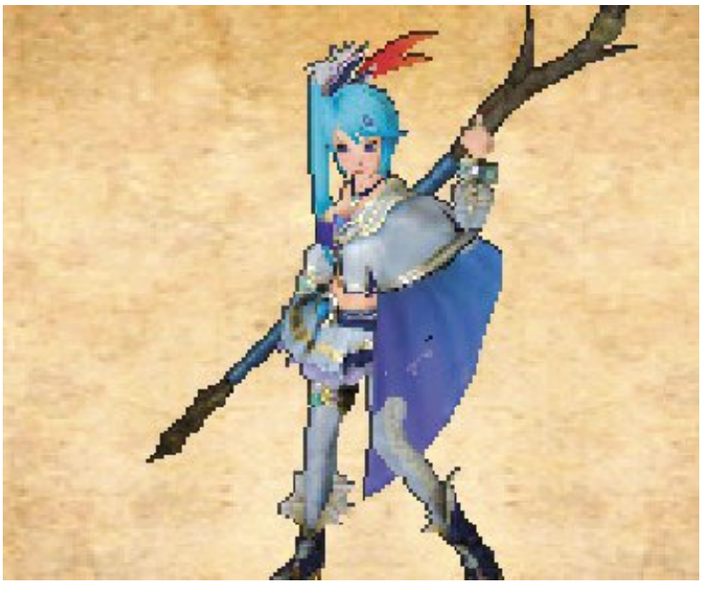
You can find this weapon in the Sealed Weapon in "The Shadow King" in Legend Mode.

Sorceress Tome

You can find this weapon in Scenario A-4 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Sorceress Tome +

You can find this weapon in Scenario A-9 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.



SPEAR

Lana's Spear functions very similarly to Impa's Naginata. It's a very mobile weapon that launches Lana all over an area—and even into the air to glide down safely on a Deku Leaf. This weapon is all about the Deku Tree. From calling on the aid of Deku Sprouts to summoning the Great Deku Tree itself, fans of *Legend of Zelda* from *Ocarina of Time* on must take periodic breaks from the overwhelming nostalgia they will likely feel when they see the Spear in action. It may not hit hard, but it's definitely one of the most fun weapons in the game.

Deku Spear

You can find this weapon in the Sealed Weapon in “The Sorceress of the Valley” in Legend Mode.

Kokiri Spear

You can find this weapon in Scenario A-14 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Faron Spear

You can find this weapon in Scenario B-6 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Faron Spear +

You can find this weapon in Scenario E-3 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

SUMMONING GATE

The Summoning Gate is less a weapon and more a platform for Lana to launch her idol career. She dances around while summoning smaller versions of most of the game’s Giant Bosses to do her bidding. This weapon is not easy to use in intense Scenarios, but darn it all if it isn’t hilarious to smack Manhandla with a Manhandla Stalk of your own creation! This is another fun weapon that you’ll certainly love playing with. Just make sure not to take it into a challenging battle.

Gate of Time

You can find this weapon in Scenario A-9 of the Adventure Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Guardian's Gate

You can find this weapon in Scenario A-4 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Gate of Souls

You can find this weapon in Scenario D-16 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Gate of Souls +

You can find this weapon in Scenario D-16 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

LANA'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for Book of Sorcery: Regular Attack ×1, then Combo Attack ×3	Monster Tooth ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for Book of Sorcery: Regular Attack ×2, then Combo Attack ×3	Piece of Darknut Armor ×1, Monster Tooth ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for Book of Sorcery: Regular Attack ×3, then Combo Attack ×3	Aeralfos Leather ×1, Monster Tooth ×1	1000
Kokiri Sword IV	New Combo Attack for Book of Sorcery: Regular Attack ×4, then press Combo Attack	Fiery Aeralfos Leather ×1, Monster Tooth ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Aeralfos Leather ×1, Monster Tooth ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Fiery Aeralfos Leather ×1, Monster Tooth ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Holy Hylian Shield ×1, Hylian Captain Gauntlet ×2, Large Darknut Sword ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Piece of Darknut Armor ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Sheik's Kunai ×1, Argorok's Embers ×1, Piece of Darknut Armor ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Sheik's Turban ×1, Argorok's Embers ×2, Large Darknut Sword ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Piece of Darknut Armor ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Sheik's Kunai ×1, Argorok's Embers ×1, Piece of Darknut Armor ×3	1000

	Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Sheik's Turban ×1, Argorok's Embers ×2, Large Darknut Sword ×2	3000
	Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Piece of Darknut Armor ×3	2000
	Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Sheik's Kunai ×1, Argorok's Embers ×1, Piece of Darknut Armor ×3	3000
	Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Sheik's Turban ×1, Argorok's Embers ×2, Large Darknut Sword ×2	5000
	Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Moblin Flank ×1, Monster Tooth ×1	2000
	Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Sheik's Turban ×1, Argorok's Embers ×2, Large Darknut Sword ×2	3000
	Wooden Sword I	New Combo Attack for the Spear: Regular Attack ×6	Monster Tooth ×1	100
	Wooden Sword II	New Combo Attack for the Spear: Regular Attack ×4, then press Combo Attack.	Piece of Darknut Armor ×1, Monster Tooth ×1	500
	Wooden Sword III	New Combo Attack for the Spear: Regular Attack ×7	Moblin Flank ×1, Monster Tooth ×1	1000
	Wooden Sword IV	New Combo Attack for the Spear: Regular Attack ×5, then press Combo Attack.	Stalmaster's Wrist Bone ×1, Monster Tooth ×1	3000
	Great Fairy Sword I	New Combo Attack for Summoning Gate: Regular Attack ×1, then Combo Attack ×2	Monster Tooth ×1	100
	Great Fairy Sword II	New Combo Attack for Summoning Gate: Regular Attack ×2, then Combo Attack ×2	Goron Armor Breastplate ×1, Monster Tooth ×1	500
	Great Fairy Sword III	New Combo Attack for Summoning Gate: Regular Attack ×3, then Combo Attack ×2	Lizalfos Scale ×1, Monster Tooth ×1	1000
	Great Fairy Sword IV	New Combo Attack for Summoning Gate: Regular Attack ×4, then press Combo Attack.	Fiery Aeralfos Leather ×1, Monster Tooth ×1	3000

DEFENSE BADGES

	Name	Description	Materials Required	Cost
	Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Metal Plate ×1	100
	Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	Fiery Aeralfos Leather ×1, Metal Plate ×1	1000
	Empty Bottle III	Allows a warrior to use a potion three times per battle.	Argorok's Stone ×1, Sheik's Kunai ×2, Large Darknut Sword ×2	3000
	Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Piece of Darknut Armor ×1	500
	Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Sheik's Kunai ×1, Argorok's Embers ×1, Piece of Darknut Armor ×3	1000
	Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Argorok's Stone ×1, Sheik's Kunai ×2, Large Darknut Sword ×2	3000
	Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Piece of Darknut Armor ×2	1000
	Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Sheik's Kunai ×1, Argorok's Embers ×1, Piece of Darknut Armor ×3	3000

	Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Argorok's Stone ×1, Sheik's Kunai ×2, Large Darknut Sword ×2	5000
	Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Piece of Darknut Armor ×2	1000
	Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Sheik's Kunai ×1, Argorok's Embers ×1, Piece of Darknut Armor ×3	3000
	Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Argorok's Stone ×1, Sheik's Kunai ×2, Large Darknut Sword ×2	5000
	Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Piece of Darknut Armor ×2	1000
	Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Sheik's Kunai ×1, Argorok's Embers ×1, Piece of Darknut Armor ×3	3000
	Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Argorok's Stone ×1, Sheik's Kunai ×2, Large Darknut Sword ×2	5000
	Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Piece of Darknut Armor ×2	1000
	Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Sheik's Kunai ×1, Argorok's Embers ×1, Piece of Darknut Armor ×3	3000
	Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Argorok's Stone ×1, Sheik's Kunai ×2, Large Darknut Sword ×2	5000
	Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Piece of Darknut Armor ×2	1000
	Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Sheik's Kunai ×1, Argorok's Embers ×1, Piece of Darknut Armor ×3	3000
	Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Argorok's Stone ×1, Sheik's Kunai ×2, Large Darknut Sword ×2	5000
	Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Piece of Darknut Armor ×3	1000
	Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Sheik's Kunai ×1, Argorok's Embers ×1, Piece of Darknut Armor ×3	3000
	Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Holy Hylian Shield ×1, Hylian Captain Gauntlet ×2, Large Darknut Sword ×2	5000

ASSIST BADGES

	Name	Description	Materials Required	Cost
	Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Old Rag ×1	500
	Farore's Wind II	Moderately speeds up the process of taking keeps.	Sheik's Kunai ×1, Argorok's Embers ×1, Piece of Darknut Armor ×3	1000
	Farore's Wind III	Greatly speeds up the process of taking keeps.	Holy Hylian Shield ×1, Hylian Captain Gauntlet ×2, Large Darknut Sword ×2	3000
	Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Piece of Darknut Armor ×2	1000

	Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Sheik's Turban ×1, Sheik's Kunai ×2, Large Darknut Sword ×2	2000
	Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Piece of Darknut Armor ×2	1000
	Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Sheik's Turban ×1, Sheik's Kunai ×2, Large Darknut Sword ×2	2000
	Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Piece of Darknut Armor ×2	1000
	Beetle II	Greatly increases the duration of boomerang power-ups.	Sheik's Turban ×1, Sheik's Kunai ×2, Large Darknut Sword ×2	2000
	Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Piece of Darknut Armor ×2	1000
	Whip II	Greatly increases the duration of Hookshot power-ups.	Sheik's Turban ×1, Sheik's Kunai ×2, Large Darknut Sword ×2	2000
	Bug Net I	Slightly increases the duration of hammer power-ups.	Piece of Darknut Armor ×2	1000
	Bug Net II	Greatly increases the duration of hammer power-ups.	Sheik's Turban ×1, Sheik's Kunai ×2, Large Darknut Sword ×2	2000

LANA'S COSTUMES

Name	Location
Standard Outfit	This is Lana's starting costume.
Standard Outfit (Boss)	Beat "Scattered Seeds" in the Reward Map with an A-Rank.
Standard Outfit (Great Sea)	F-10 in the Great Sea Map; need to use Item Card.
Standard Outfit (Master Quest)	A-13 in the Master Quest Map; need to use Item Card.
Guardian of Time	E-2 in the Master Quest Map; need to use Item Card.
Standard Outfit (Twilight)	E-12 in the Twilight Map; need to use Item Card.
Skull Kid's Clothes	B-3 in the Termina Map; need to use Item Card.
Deku Mask	A-9 in the Termina Map; need to use Item Card.

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Warriors & Weapons

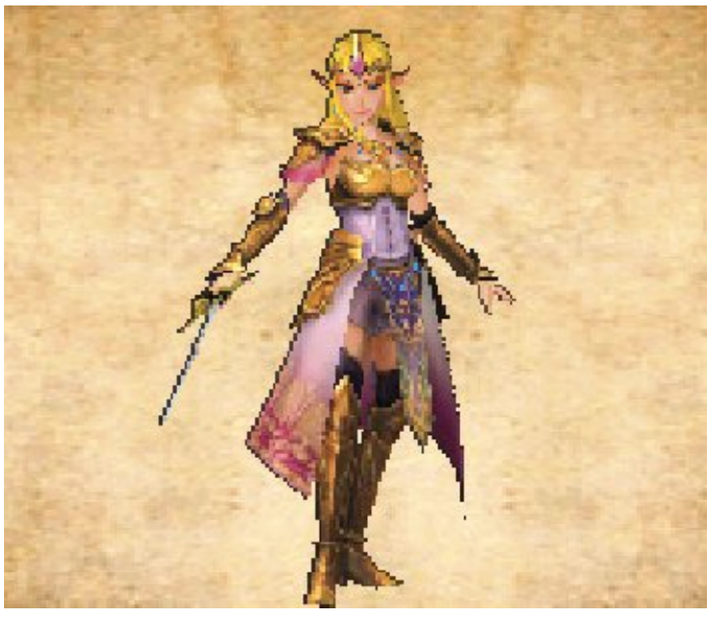
Zelda

Graceful, elegant, refined and skilled: These are Zelda's traits on the battlefield. She can alternate between the precise and elegant Rapier and the flowing, graceful Wind Waker as her weapons. Don't be fooled by her refinement, however, she's easily one of the deadliest Warriors in the game. She can power up her Rapier to extend any of her combos with incredibly powerful Light element attacks that sweep the area of large numbers of enemies. She is also very agile and swift, which makes her hard to hit and harder to stop.

How to unlock

Zelda becomes available after completing "The Sacred Sword" in Legend Mode.

ZELDA'S WEAPONS



RAPIER

A movement-heavy weapon similar to Impa's Naginata and Lana's Spear. The key difference between this weapon and the others is its ability to create and store charges of light. By pressing Combo, Zelda's Rapier will fill with three light charges (your current number of charges can be found below the Special Meter), which extend your Combo Attacks by up to two attacks, depending on which Combo Attack you used. Every additional attack you use depletes a light charge, so you must pay attention to how many you have if you want to keep extending your Combo Attacks. It should be noted that pressing Combo isn't the only way to refill your light charges; you can also perform a full Regular Attack combo to refill a single charge.

Polished Rapier

This is Zelda's starting weapon.

Glittering Rapier

You can find this weapon in the Sealed Weapon in "The Sacred Sword" in Legend Mode.

Gleaming Rapier

You can find this weapon in Scenario G-5 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Gleaming Rapier +

You can find this weapon in Scenario D-10 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

BATON

This weapon is the bane of all enemy soldiers everywhere. The Baton is a conducting wand that Zelda can use to tear apart an area with the power of wind and lightning like some sort of mad maestro; a crazy conductor; a calamitous composer; a malicious musician; a pernicious prof—oh! Sorry about that. We get a little carried away sometimes. Zelda isn't particularly mobile with this weapon and its speed is a bit on the slow side, but when it gets going it takes everything on the battlefield with it! If you press a solo Combo press, you are given the ability to control your very own tornado, which you can use to pick up enemies. The tornado continuously grows as you pick up more and more enemies, making it that much more terrifying to everyone who isn't currently calling themselves Zelda's friends.

Wind Waker

You can find this weapon in Scenario C-15 of the Adventure Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Sacred Baton

You can find this weapon in Scenario B-13 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Glorious Baton

You can find this weapon in Scenario B-10 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Glorious Baton +

You can find this weapon in Scenario F-13 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

DOMINION ROD

The Dominion Rod is complete and utter chaos. Every time you use a Combo Attack, you fill the bar below Zelda's Special Attack bar. So long as that bar has energy in it, every Regular Attack you do makes a giant, mashing statue appear and mimic your movements somewhere near you. That statue's attack range is significantly bigger than Zelda's and it hits like a truck. Sweeping up enemy Keeps and groups of enemies is effortless so long as you refill that bar when it empties.

Old Dominion Rod

You can find this weapon in Scenario A-2 of the Adventure Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

High Dominion Rod

You can find this weapon in Scenario G-3 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Royal Dominion Rod

You can find this weapon in Scenario B-16 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Royal Dominion Rod +

You can find this weapon in Scenario A-3 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

ZELDA'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Rapier: Regular Attack ×1, then Combo Attack ×2	Metal Plate ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for the Rapier: Regular Attack ×2, then Combo Attack ×2	Fiery Aeralfos Leather ×1, Metal Plate ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Rapier: Regular Attack ×3, then Combo Attack ×2	ReDead Bandage ×1, Metal Plate ×1	1000
Kokiri Sword IV	New Combo Attack for the Rapier: Regular Attack ×4, then press Combo Attack	Shield-Moblin Helmet ×1, Metal Plate ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	ReDead Bandage ×1, Metal Plate ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Shield-Moblin Helmet ×1, Metal Plate ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Thick Goron Helmet ×1, Goron Armor Breastplate ×2, ReDead Knight Ashes ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	ReDead Bandage ×	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Midna's Hair ×1, Volga's Helmet ×1, ReDead Bandage ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Midna's Fused Shadow ×1, Volga's Helmet ×2, ReDead Knight Ashes ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	ReDead Bandage ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Midna's Hair ×1, Volga's Helmet ×1, ReDead Bandage ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Midna's Fused Shadow ×1, Volga's Helmet ×2, ReDead Knight Ashes ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	ReDead Bandage ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Midna's Hair ×1, Volga's Helmet ×1, ReDead Bandage ×3	3000

.	Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Midna's Fused Shadow ×1, Volga's Helmet ×2, ReDead Knight Ashes ×2	5000
.	Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Shield-Moblin Helmet ×1, Metal Plate ×1	2000
.	Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Midna's Fused Shadow ×1, Volga's Helmet ×2, ReDead Knight Ashes ×2	3000
.	Wooden Sword I	New Combo Attack for the Baton: Regular Attack ×6	Metal Plate ×1	100
.	Wooden Sword II	New Combo Attack for the Baton: Regular Attack ×4, then press Combo Attack	Gibdo Bandage ×1, Metal Plate ×1	500
.	Wooden Sword III	New Combo Attack for the Baton: Regular Attack ×7	Piece of Darknut Armor ×1, Monster Tooth ×1	1000
.	Wooden Sword IV	New Combo Attack for the Baton: Regular Attack ×5, then press Combo Attack	Dinolfos Fang ×1, Metal Plate ×1	3000
.	Great Fairy Sword I	New Combo Attack for Dominion Rod: Regular Attack ×6.	Metal Plate ×1	100
.	Great Fairy Sword II	New Combo Attack for Dominion Rod: Regular Attack ×4, then press Combo Attack	Moblin Flank ×1, Metal Plate ×1	500
.	Great Fairy Sword III	New Combo Attack for Dominion Rod: Regular Attack ×7	Lizalfos Scale ×1, Metal Plate ×1	1000
.	Great Fairy Sword IV	New Combo Attack for Dominion Rod: Regular Attack ×5, then press Combo Attack	Fiery Aeralfos Leather ×1, Metal Plate ×1	3000

DEFENSE BADGES

	Name	Description	Materials Required	Cost
.	Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Old Rag ×1	100
.	Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	Shield-Moblin Helmet ×1, Old Rag ×1	1000
.	Empty Bottle III	Allows a warrior to use a potion three times per battle.	Volga's Dragon Spear ×1, Midna's Helmet ×2, ReDead Knight Ashes ×2	3000
.	Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	ReDead Bandage ×1	500
.	Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Midna's Hair ×1, Volga's Helmet ×1, ReDead Bandage ×3	1000
.	Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Volga's Dragon Spear ×1, Midna's Helmet ×2, ReDead Knight Ashes ×2	3000
.	Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	ReDead Bandage ×2	1000
.	Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Midna's Hair ×1, Volga's Helmet ×1, ReDead Bandage ×3	3000
.	Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Volga's Dragon Spear ×1, Midna's Helmet ×2, ReDead Knight Ashes ×2	5000
.	Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	ReDead Bandage ×2	1000

	Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Midna's Hair ×1, Volga's Helmet ×1, ReDead Bandage ×3	3000
	Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Volga's Dragon Spear ×1, Midna's Helmet ×2, ReDead Knight Ashes ×2	5000
	Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	ReDead Bandage ×2	1000
	Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Midna's Hair ×1, Volga's Helmet ×1, ReDead Bandage ×3	3000
	Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Volga's Dragon Spear ×1, Midna's Helmet ×2, ReDead Knight Ashes ×2	5000
	Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	ReDead Bandage ×2	1000
	Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Midna's Hair ×1, Volga's Helmet ×1, ReDead Bandage ×3	3000
	Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Volga's Dragon Spear ×1, Midna's Helmet ×2, ReDead Knight Ashes ×2	5000
	Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	ReDead Bandage ×2	1000
	Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Midna's Hair ×1, Volga's Helmet ×1, ReDead Bandage ×3	3000
	Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Volga's Dragon Spear ×1, Midna's Helmet ×2, ReDead Knight Ashes ×2	5000
	Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	ReDead Bandage ×3	1000
	Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Midna's Hair ×1, Volga's Helmet ×1, ReDead Bandage ×3	3000
	Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Thick Goron Helmet ×1, Goron Armor Breastplate ×2, ReDead Knight Ashes ×2	5000

ASSIST BADGES

	Name	Description	Materials Required	Cost
	Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Monster Tooth ×1	500
	Farore's Wind II	Moderately speeds up the process of taking keeps.	Midna's Hair ×1, Volga's Helmet ×1, ReDead Bandage ×3	1000
	Farore's Wind III	Greatly speeds up the process of taking keeps.	Thick Goron Helmet ×1, Goron Armor Breastplate ×2, ReDead Knight Ashes ×2	3000
	Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	ReDead Bandage ×2	1000
	Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Midna's Fused Shadow ×1, Midna's Hair ×2, ReDead Knight Ashes ×2	2000
	Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	ReDead Bandage ×2	1000

.	Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Midna's Fused Shadow ×1, Midna's Hair ×2, ReDead Knight Ashes ×2	2000
.	Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	ReDead Bandage ×2	1000
.	Beetle II	Greatly increases the duration of boomerang power-ups.	Midna's Fused Shadow ×1, Midna's Hair ×2, ReDead Knight Ashes ×2	2000
.	Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	ReDead Bandage ×2	1000
.	Whip II	Greatly increases the duration of Hookshot power-ups.	Midna's Fused Shadow ×1, Midna's Hair ×2, ReDead Knight Ashes ×2	2000
.	Bug Net I	Slightly increases the duration of hammer power-ups.	ReDead Bandage ×2	1000
.	Bug Net II	Greatly increases the duration of hammer power-ups.	Midna's Fused Shadow ×1, Midna's Hair ×2, ReDead Knight Ashes ×2	2000

ZELDA'S COSTUMES

Name	Location
Standard Robes	This is Zelda's starting costume.
Skyloft Robes	H-2 in the Adventure Map; need to use Item Card.
Standard Robes (Boss)	Complete "True Partners" in the Rewards Map with an A-Rank to unlock.
Standard Robes (Great Sea)	A-13 in the Great Sea Map; need to use Item Card.
Standard Robes (Master Quest)	C-16 in the Master Quest Map; need to use Item Card.
Standard Robes (Twilight)	C-11 in the Twilight Map; need to use Item Card.
Era of Twilight Robes	E-2 in the Twilight Map; need to use Item Card.
Ilia's Clothes	D-14 in the Twilight Map; need to use Item Card.
Era of the Hero of Time Robes	E-13 in the Termina Map; need to use Item Card.
Bunny Hood	C-1 in the Termina Map; need to use Item Card.

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HYRULE WARRIORS LEGENDS

Warriors & Weapons

Ganondorf

The Source of all Monsters himself. Ganondorf is the perfect antithesis of Link. Instead of being fast and acrobatic, Ganondorf is slow and cumbersome, but he does receive he's incapable of a speedy assault--he just prefers a less hurried approach to combat. After all, why rush when you can spend time really enjoying the agony of your foes? Though, we say all that, but if you put his Trident in his hands, he'll have access to the battlefield like no other and purple blur. He is one of the most powerful Warriors in the game, without a doubt. Ganondorf is perfect for those of you who have a bit of an evil side.

How to unlock

Ganondorf becomes playable after completing "Shining Beacon" in Legend Mode.

GANONDORF'S WEAPONS

GREAT SWORDS

Ganondorf's Great Swords build up dark power as you use Combo Attacks, which can then be unleashed with a single press of Combo to make a large, color-producing blast that causes any enemies not caught in the blast to regret ever taking up arms in the first place. The Great Swords' Combo Attacks are pretty lacking, all told. They have limited range and a really slow startup, meaning if you get hit while your Combo Attack is heating up, it is cancelled and you must try again. Truly, this weapon's greatest assets are the reach and power of its Regular Attacks. Ganondorf can chop through enemies like a demonic lawn mower possessed by history's angriest gardener with his Regular Attacks. Although, we don't want to write off Combo Attacks entirely, because a couple of them are worth having around for some quick crowd control: Regular-Regular-Combo and Regular-Regular-Regular-Regular-Combo are both fast and have pretty a decent range of attack, making them excellent for when there are too many enemies and not enough time to crush them all individually. Being the King of Evil can be so trying sometimes.

Swords of Despair

This is Ganondorf's starting weapon.

Swords of Darkness

You can find this weapon in Scenario F-2 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Swords of Demise

You can find this weapon in Scenario B-4 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Swords of Demise +

You can find this weapon in Scenario H-2 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

TRIDENT

As an answer to the slow nature of Ganondorf's Great Swords, the Trident makes everyone's favorite Demon King zip, zig, and zag across the battlefield like a green and red blur of absolute destruction. Masking Combo at the end of Combo Attacks can create all sorts of fun additional attacks that will make your foes weep and your friends weep even harder. The Trident is just as deadly as the Great Swords, if not more so.

Thief's Trident

You can find this weapon in Scenario B-8 of the Adventure Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

King of Evil Trident

You can find this weapon in Scenario A-1 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Trident of Demise

You can find this weapon in Scenario C-15 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Trident of Demise +

You can find this weapon in Scenario B-1 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

GANONDORF'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Hylian Sword: Regular Attack +6	Metal Plate +1	500
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for Great Swords: Regular Attack +4, then press Combo Attack	Essence of Icy Big Poe +1, Metal Plate +1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for Great Swords: Regular Attack +7	Dinolfos Fang +1, Metal Plate +1	1000
Kokiri Sword IV	New Combo Attack for Great Swords: Regular Attack +5, then press Combo Attack	Goron Armor Breastplate +1, Metal Plate +1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Dinolfos Fang +1, Metal Plate +1	500
Din's Fire II (Unlocks Fence Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Goron Armor Breastplate +1, Metal Plate +1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Cia's Staff +1, Cia's Bracelet +2, Stalmaster's Skull +2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Stalmaster Wrist Bone +1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Zelda's Brooch +1, Gohma's Acid +1, Stalmaster Wrist Bone +3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Zelda's Tiara +1, Gohma's Acid +2, Stalmaster's Skull +2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Stalmaster Wrist Bone +2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Zelda's Brooch +1, Gohma's Acid +1, Stalmaster's Wrist Bone +3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Zelda's Tiara +1, Gohma's Acid +2, Stalmaster's Skull +2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Stalmaster Wrist Bone +3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Zelda's Brooch +1, Gohma's Acid +1, Stalmaster's Wrist Bone +2	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Zelda's Tiara +1, Gohma's Acid +2, Stalmaster's Skull +2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Hylian Captain Gauntlet +1, Metal Plate +1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Zelda's Tiara +1, Gohma's Acid +2, Stalmaster's Skull +2	3000
Wooden Sword I	New Combo Attack for the Trident: Regular Attack +6	Metal Plate +1	100
Wooden Sword II	New Combo Attack for the Trident: Regular Attack +4, then press Combo Attack	Hylian Captain Gauntlet +1, Metal Plate +1	500
Wooden Sword III	New Combo Attack for the Trident: Regular Attack +7	Big Blin Hide +1, Metal Plate +1	1000
Wooden Sword IV	New Combo Attack for the Magic Rod: Regular Attack +5, then press Combo Attack	Stone Blin Buckler +1, Metal Plate +1	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Ganondorf's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Monster Tooth +1	100
Empty Bottle II (Unlocks Navru's Love I)	Allows a warrior to use a potion twice per battle.	Goron Armor Breastplate +1, Monster Tooth +1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Gohma's Lens +1, Zelda's Brooch +2, Stalmaster's Skull +2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Stalmaster's Wrist Bone +1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Zelda's Brooch +1, Gohma's Acid +1, Stalmaster Wrist Bone +3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Gohma's Lens +1, Zelda's Brooch +2, Stalmaster's Skull +2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Stalmaster Wrist Bone +2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Zelda's Brooch +1, Gohma's Acid +1, Stalmaster Wrist Bone +3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Gohma's Lens +1, Zelda's Brooch +2, Stalmaster's Skull +2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Stalmaster Wrist Bone +2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Zelda's Brooch +1, Gohma's Acid +1, Stalmaster Wrist Bone +3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Gohma's Lens +1, Zelda's Brooch +2, Stalmaster's Skull +2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Stalmaster Wrist Bone +2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Zelda's Brooch +1, Gohma's Acid +1, Stalmaster Wrist Bone +3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Gohma's Lens +1, Zelda's Brooch +2, Stalmaster's Skull +2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Stalmaster Wrist Bone +2	1000
Sacred Shield II	Moderately reduces damages taken on light-element-recommended stages.	Zelda's Brooch +1, Gohma's Acid +1, Stalmaster Wrist Bone +3	3000
Sacred Shield III	Greatly reduces damages taken on light-element-recommended stages.	Gohma's Lens +1, Zelda's Brooch +2, Stalmaster's Skull +2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Stalmaster Wrist Bone +2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Zelda's Brooch +1, Gohma's Acid +1, Stalmaster Wrist Bone +3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Gohma's Lens +1, Zelda's Brooch +2, Stalmaster's Skull +2	5000
Navru's Love I	Nullifies knock-back on the first hit taken from enemies.	Stalmaster Wrist Bone +3	1000
Navru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Zelda's Brooch +1, Gohma's Acid +1, Stalmaster Wrist Bone +3	3000
Navru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Cia's Staff +1, Cia's Bracelet +2, Stalmaster's Skull +2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Old Rag +1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Zelda's Brooch +1, Gohma's Acid +1, Stalmaster Wrist Bone +3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Cia's Staff +1, Cia's Bracelet +2, Stalmaster Wrist Bone +2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Stalmaster Wrist Bone +2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Zelda's Tiara +1, Zelda's Brooch +2, Stalmaster's Skull +2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Stalmaster Wrist Bone +2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Zelda's Tiara +1, Zelda's Brooch +2, Stalmaster's Skull +2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Stalmaster Wrist Bone +2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Zelda's Tiara +1, Zelda's Brooch +2, Stalmaster's Skull +2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Stalmaster Wrist Bone +2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Zelda's Tiara +1, Zelda's Brooch +2, Stalmaster's Skull +2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Stalmaster Wrist Bone +2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Zelda's Tiara +1, Zelda's Brooch +2, Stalmaster's Skull +2	2000

GANONDORF'S COSTUMES

Name	Location
Standard Armor	This is Ganondorf's starting outfit.
Standard Armor (Boss)	Complete "Rulers of Twilight" in the Rewards Map with an A-Rank.
Standard Armor (Great Sea)	E-9 in the Great Sea Map; need to use Item Card.
Standard Armor (Master Quest)	H-1 in the Master Quest Map; need to use Item Card.
Era of Twilight Armor	D-9 in the Twilight Map; need to use Item Card.
Standard Armor (Twilight)	G-4 in the Twilight Map; need to use Item Card.
Era of the Hero of Time Armor	D-6 in the Termina Map; need to use Item Card.
Odolwa's Remains	C-3 in the Termina Map; need to use Item Card.

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Hyrule Warriors Legends

Warriors & Weapons

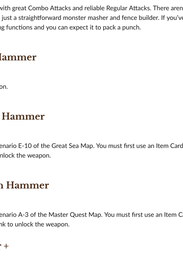
Darunia

Darunia is the perfect alternative to Ganondorf, for those of you who prefer to use, well, someone not quite so evil and bent on the destruction of all things. Darunia is sluggish, same as Ganondorf, but he is also similarly powerful. There is a pretty big difference between the two characters, however: Darunia's Combo Attacks are far and away more useful than Ganondorf's. In fact, they're pretty great compared to all other Warriors, too. Darunia's Regular Attacks are also really solid, but a bit lacking in range. All in all, Darunia's a quality Warrior that fans of slow, but monstrously powerful characters will get a lot out of.

How to unlock

Darunia becomes available after completing "Land of Myth" in Legend Mode.

DARUNIA'S WEAPONS



HAMMER

The Hammer is a heavy hitter with great Combo Attacks and reliable Regular Attacks. There aren't any special mechanics for making this thing what it is; it's just a straightforward monster masher and fence builder. If you've used any other Warrior, then you know exactly how this thing functions and you can expect it to pack a punch.

Magic Hammer

This is Darunia's starting weapon.

Igneous Hammer

You can find this weapon in Scenario E-10 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Megaton Hammer

You can find this weapon in Scenario A-3 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Megaton Hammer +

You can find this weapon in Scenario H-7 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

DARUNIA'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Hammer: Regular Attack ×6	Old Rag ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for the Hammer: Regular Attack ×6, then press Combo Attack	Goron Armor Breastplate ×1, Old Rag ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Hammer: Regular Attack ×7	Lizalfos Scale ×1, Old Rag ×1	1000
Kokiri Sword IV	New Combo Attack for the Hammer: Regular Attack ×5, then press Combo Attack	Fiery Aeralfos Leather ×1, Old Rag ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Lizalfos Scale ×1, Old Rag ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Fiery Aeralfos Leather ×1, Old Rag ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Agitha's Pendant ×1, Manhandla's Toxic Dust ×2, Round Aeralfos Shield ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Aeralfos Leather ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Agitha's Basket ×1, Manhandla's Toxic Dust ×1, Aeralfos Leather ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Agitha's Pendant ×1, Manhandla's Toxic Dust ×2, Round Aeralfos Shield ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Aeralfos Leather ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Agitha's Basket ×1, Manhandla's Toxic Dust ×1, Aeralfos Leather ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Agitha's Pendant ×1, Manhandla's Toxic Dust ×2, Round Aeralfos Shield ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Aeralfos Leather ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Agitha's Basket ×1, Manhandla's Toxic Dust ×1, Aeralfos Leather ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Agitha's Pendant ×1, Manhandla's Toxic Dust ×2, Round Aeralfos Shield ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Fiery Aeralfos Leather ×1, Old Rag ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Agitha's Pendant ×1, Manhandla's Toxic Dust ×2, Round Aeralfos Shield ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Rock ×1	100
Empty Bottle II (Unlocks Navru's Love I)	Allows a warrior to use a potion twice per battle.	Fiery Aeralfos Leather ×1, Rock ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Manhandla's Sapling ×1, Agitha's Basket ×2, Round Aeralfos Shield ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Aeralfos Leather ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Agitha's Basket ×1, Manhandla's Toxic Dust ×1, Aeralfos Leather ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Manhandla's Sapling ×1, Agitha's Basket ×2, Round Aeralfos Shield ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Aeralfos Leather ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Agitha's Basket ×1, Manhandla's Toxic Dust ×1, Aeralfos Leather ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Manhandla's Sapling ×1, Agitha's Basket ×2, Round Aeralfos Shield ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Aeralfos Leather ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Agitha's Basket ×1, Manhandla's Toxic Dust ×1, Aeralfos Leather ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Manhandla's Sapling ×1, Agitha's Basket ×2, Round Aeralfos Shield ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Aeralfos Leather ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Agitha's Basket ×1, Manhandla's Toxic Dust ×1, Aeralfos Leather ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Manhandla's Sapling ×1, Agitha's Basket ×2, Round Aeralfos Shield ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Aeralfos Leather ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Agitha's Basket ×1, Manhandla's Toxic Dust ×1, Aeralfos Leather ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Manhandla's Sapling ×1, Agitha's Basket ×2, Round Aeralfos Shield ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Aeralfos Leather ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Agitha's Basket ×1, Manhandla's Toxic Dust ×1, Aeralfos Leather ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Manhandla's Sapling ×1, Agitha's Basket ×2, Round Aeralfos Shield ×2	5000
Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Aeralfos Leather ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Agitha's Basket ×1, Manhandla's Toxic Dust ×1, Aeralfos Leather ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Manhandla's Sapling ×1, Agitha's Basket ×2, Round Aeralfos Shield ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Metal Plate ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Agitha's Basket ×1, Manhandla's Toxic Dust ×1, Aeralfos Leather ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Agitha's Pendant ×1, Agitha's Basket ×2, Round Aeralfos Shield ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Aeralfos Leather ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Agitha's Pendant ×1, Agitha's Basket ×2, Round Aeralfos Shield ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Aeralfos Leather ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Agitha's Pendant ×1, Agitha's Basket ×2, Round Aeralfos Shield ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Aeralfos Leather ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Agitha's Pendant ×1, Agitha's Basket ×2, Round Aeralfos Shield ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Aeralfos Leather ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Agitha's Pendant ×1, Agitha's Basket ×2, Round Aeralfos Shield ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Aeralfos Leather ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Agitha's Pendant ×1, Agitha's Basket ×2, Round Aeralfos Shield ×2	2000

DARUNIA'S COSTUMES

Name	Location
Standard Outfit	This is Darunia's starting outfit.
Standard Outfit (Great Sea)	E-6 in the Great Sea Map; need to use Item Card.
Standard Outfit (Master Quest)	B-14 in the Master Quest Map; need to use Item Card.
Standard Outfit (Twilight)	H-9 in the Twilight Map; need to use Item Card.
Goron's Mask	B-10 in the Termina Map; need to use Item Card.

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Hyrule Warriors Legends

Warriors & Weapons

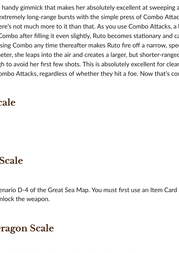
Ruto

Ruto is one heck of a Warrior. Despite her constant need to be carried around in *Ocarina of Time*, she's no slouch here. In fact, when it comes to clearing Keeps and large groups of enemies, she stands side by side with Link and his Master Sword. She's also quick and her attacks are extremely mobile. Ruto is a Warrior you are going to want to unlock as soon as possible so you can really feel the benefit of her skill set.

How to unlock

You can find this Warrior in Scenario E-10 in the Adventure Map. You must first use an Item Card in the Search Screen to locate her, and then complete the Scenario to unlock her.

RUTO'S WEAPONS



ZORA SCALE

Ruto's Zora Scale comes with a handy gimmick that makes her absolutely excellent at sweeping areas of all enemy soldiers: She can shoot water in super fast, extremely long-range bursts with the simple press of Combo Attack. Okay, maybe it's not exactly that simple, but we promise there's not much more to it than that. As you use Combo Attacks, a bar under Ruto's Special Meter begins to fill. When you press Combo after filling it even slightly, Ruto becomes stationary and can now only turn, specifically for the purpose of aiming. Pressing Combo any time thereafter makes Ruto fire off a narrow, speedy, powerful wave of water. After she depletes her water meter, she leaps into the air and creates a larger, but shorter-ranged wave to clear out any enemies that were lucky enough to avoid her first few shots. This is absolutely excellent for clearing Keeps and she can build up her water meter by using Combo Attacks, regardless of whether they hit a foe. Now that's convenience!

Silver Scale

This is Ruto's starting weapon.

Golden Scale

You can find this weapon in Scenario D-4 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Water Dragon Scale

You can find this weapon in Scenario A-12 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Water Dragon Scale +

You can find this weapon in Scenario G-14 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

RUTO'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Zora Scale: Regular Attack ×6	Old Rag ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for the Zora Scale: Regular Attack ×4, then press Combo Attack	Gibdo Bandage ×1, Old Rag ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Zora Scale: Regular Attack ×7	Essence of Icy Big Poe ×1, Old Rag ×1	1000
Kokiri Sword IV	New Combo Attack for the Zora Scale: Regular Attack ×5, then press Combo Attack	ReDead Bandage ×1, Old Rag ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Lizalfos Scale ×1, Old Rag ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Fiery Aeralfos Leather ×1, Old Rag ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Darunia's Bracelet ×1, King Dodongo's Claws ×2, Metal Moblin Shield ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Shield-Moblin Helmet ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Darunia's Spikes ×1, King Dodongo's Claws ×1, Shield-Moblin Helmet ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Darunia's Bracelet ×1, King Dodongo's Claws ×2, Metal Moblin Shield ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Shield-Moblin Helmet ×1	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Darunia's Spikes ×1, King Dodongo's Claws ×1, Shield-Moblin Helmet ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Darunia's Bracelet ×1, King Dodongo's Claws ×2, Metal Moblin Shield ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Shield-Moblin Helmet ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Darunia's Spikes ×1, King Dodongo's Claws ×1, Shield-Moblin Helmet ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Darunia's Bracelet ×1, King Dodongo's Claws ×2, Metal Moblin Shield ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Gibdo Bandage ×1, Old Rag ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Darunia's Bracelet ×1, King Dodongo's Claws ×2, Metal Moblin Shield ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Monster Tooth ×1	100
Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	ReDead Bandage ×1, Monster Tooth ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	King Dodongo's Crystal ×1, Darunia's Spikes ×2, Metal Moblin Shield ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Shield-Moblin Helmet ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Darunia's Spikes ×1, King Dodongo's Claws ×1, Shield-Moblin Helmet ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	King Dodongo's Crystal ×1, Darunia's Spikes ×2, Metal Moblin Shield ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Shield-Moblin Helmet ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Darunia's Spikes ×1, King Dodongo's Claws ×1, Shield-Moblin Helmet ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	King Dodongo's Crystal ×1, Darunia's Spikes ×2, Metal Moblin Shield ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Shield-Moblin Helmet ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Darunia's Spikes ×1, King Dodongo's Claws ×1, Shield-Moblin Helmet ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	King Dodongo's Crystal ×1, Darunia's Spikes ×2, Metal Moblin Shield ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Shield-Moblin Helmet ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Darunia's Spikes ×1, King Dodongo's Claws ×1, Shield-Moblin Helmet ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	King Dodongo's Crystal ×1, Darunia's Spikes ×2, Metal Moblin Shield ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Shield-Moblin Helmet ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Darunia's Spikes ×1, King Dodongo's Claws ×1, Shield-Moblin Helmet ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	King Dodongo's Crystal ×1, Darunia's Spikes ×2, Metal Moblin Shield ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Shield-Moblin Helmet ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Darunia's Spikes ×1, King Dodongo's Claws ×1, Shield-Moblin Helmet ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	King Dodongo's Crystal ×1, Darunia's Spikes ×2, Metal Moblin Shield ×2	5000
Nayru's Love I	Nullifies knock-back on the first hit taken from enemies.	Shield-Moblin Helmet ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Darunia's Spikes ×1, King Dodongo's Claws ×1, Shield-Moblin Helmet ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	King Dodongo's Crystal ×1, Darunia's Spikes ×2, Metal Moblin Shield ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Metal Plate ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Darunia's Spikes ×1, King Dodongo's Claws ×1, Shield-Moblin Helmet ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Darunia's Bracelet ×1, Darunia's Spikes ×2, Metal Moblin Shield ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Shield-Moblin Helmet ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Darunia's Bracelet ×1, Darunia's Spikes ×2, Metal Moblin Shield ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Shield-Moblin Helmet ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Darunia's Bracelet ×1, Darunia's Spikes ×2, Metal Moblin Shield ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Shield-Moblin Helmet ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Darunia's Bracelet ×1, Darunia's Spikes ×2, Metal Moblin Shield ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Shield-Moblin Helmet ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Darunia's Bracelet ×1, Darunia's Spikes ×2, Metal Moblin Shield ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Shield-Moblin Helmet ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Darunia's Bracelet ×1, Darunia's Spikes ×2, Metal Moblin Shield ×2	2000

RUTO'S COSTUMES

Name	Location
Standard Outfit	This is Ruto's starting costume.
Standard Outfit (Great Sea)	D-11 in the Great Sea Map; need to use Item Card.
Standard Outfit (Master Quest)	C-14 in the Master Quest Map; need to use Item Card.
Standard Outfit (Twilight)	H-6 in the Twilight Map; need to use Item Card.
Zora Mask	G-10 in the Termina Map; need to use Item Card.

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Hyrule Warriors Legends

Warriors & Weapons

Agitha

Agitha, Princess of the Bug Kingdom, is a friend of all arthropods everywhere. She has the most unorthodox move set of every other Warrior, which makes sense since she is likely the strangest of all of the Warriors. Cute, curious, confusing: these words best describe Agitha when she hits the battlefield. She calls up the help of her beloved insects to defeat her enemies and fights with a parasol. She calls down a gigantic stag beetle, flies on a giant butterfly and conjures tornados with her parasol; if interesting and different is your thing, then Agitha is your Warrior.

How to unlock

You can find this Warrior in Scenario D-7 in the Adventure Map. You must first use an Item Card in the Search Screen to locate her, and then complete the Scenario to unlock her.

AGITHA'S WEAPONS

PARASOL

Agitha's Parasol is a tricky weapon to use. The ranges of each of its Combo Attacks vary dramatically, and they have a few tricks to them. Most of her Combo Attacks are intricate. Regular-Regular-Combo, for instance, creates a large circular sigil on the ground which is used to summon a giant stag beetle. The process of her summoning the beetle takes a long time, and Agitha jumps up and down as part of the ritual. Luckily, you can avoid having to wait for her to finish jumping by pressing Dodge. This makes her dash, and you avoid having to wait for the entire dance. Another one of her more interesting Combo Attacks is Regular-Regular-Regular-Combo, which launches her into the air; she then lands on a giant butterfly, which she can control until the meter underneath her Special Attack Meter depletes. That giant butterfly is a big part of what makes Agitha useful in battle. The butterfly allows her to travel at a slightly faster speed and is hard to hit while it's attacking. The Regular-Regular-Regular-Regular-Combo attack has her call the stag beetle to bulldoze through anything in front of her and then summons the giant butterfly again. Keep in mind that you don't need to do these Combo Attacks to get Agitha's butterfly to appear; simply pressing Combo is enough to summon the butterfly for Agitha to ride.

Butterfly Parasol

This is Agitha's starting weapon.

Luna Parasol

You can find this weapon in Scenario A-11 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Princess Parasol

You can find this weapon in Scenario D-15 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Princess Parasol +

You can find this weapon in Scenario A-11 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

AGITHA'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Parasol: Regular Attack ×5	Metal Plate ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for the Parasol: Regular Attack, then Combo Attack ×2	Aeralfos Leather ×1, Metal Plate ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Parasol: Regular Attack, then Combo Attack ×3	Fiery Aeralfos Leather ×1, Metal Plate ×1	1000
Kokiri Sword IV	New Combo Attack for the Parasol: Regular Attack ×4, then press Combo Attack	Materials Needed:...Piece of Darknut Armor ×1, Metal Plate ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Piece of Darknut Armor ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	ReDead Bandage ×1, Metal Plate ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Zant's Helmet ×1, The Imprisoned's Scales ×2, Dinolfos Arm Guard ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Dinolfos Fang ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Zant's Magic Gem ×1, The Imprisoned's Scales ×1, Dinolfos Fang ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Zant's Helmet ×1, The Imprisoned's Scales ×2, Dinolfos Arm Guard ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Dinolfos Fang ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Zant's Magic Gem ×1, The Imprisoned's Scales ×1, Dinolfos Fang ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Zant's Helmet ×1, The Imprisoned's Scales ×2, Dinolfos Arm Guard ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Dinolfos Fang ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Zant's Magic Gem ×1, The Imprisoned's Scales ×1, Dinolfos Fang ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Zant's Helmet ×1, The Imprisoned's Scales ×2, Dinolfos Arm Guard ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Big Poe Necklace ×1, Metal Plate ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Zant's Helmet ×1, The Imprisoned's Scales ×2, Dinolfos Arm Guard ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Old Rag ×1	100
Empty Bottle II (Unlocks Navru's Love I)	Allows a warrior to use a potion twice per battle.	Piece of Darknut Armor ×1, Old Rag ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	The Imprisoned's Pillar ×1, Zant's Magic Gem ×2, Dinolfos Arm Guard ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Dinolfos Fang ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Zant's Magic Gem ×1, The Imprisoned's Scales ×1, Dinolfos Fang ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	The Imprisoned's Pillar ×1, Zant's Magic Gem ×2, Dinolfos Arm Guard ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Dinolfos Fang ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Zant's Magic Gem ×1, The Imprisoned's Scales ×1, Dinolfos Fang ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	The Imprisoned's Pillar ×1, Zant's Magic Gem ×2, Dinolfos Arm Guard ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Dinolfos Fang ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Zant's Magic Gem ×1, The Imprisoned's Scales ×1, Dinolfos Fang ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	The Imprisoned's Pillar ×1, Zant's Magic Gem ×2, Dinolfos Arm Guard ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Dinolfos Fang ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Zant's Magic Gem ×1, The Imprisoned's Scales ×1, Dinolfos Fang ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	The Imprisoned's Pillar ×1, Zant's Magic Gem ×2, Dinolfos Arm Guard ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Dinolfos Fang ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Zant's Magic Gem ×1, The Imprisoned's Scales ×1, Dinolfos Fang ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	The Imprisoned's Pillar ×1, Zant's Magic Gem ×2, Dinolfos Arm Guard ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Dinolfos Fang ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Zant's Magic Gem ×1, The Imprisoned's Scales ×1, Dinolfos Fang ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	The Imprisoned's Pillar ×1, Zant's Magic Gem ×2, Dinolfos Arm Guard ×2	5000
Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Dinolfos Fang ×3	1000
Navru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Zant's Magic Gem ×1, The Imprisoned's Scales ×1, Dinolfos Fang ×3	3000
Navru's Love III	Nullifies knock-back on the first three hits taken from enemies.	The Imprisoned's Pillar ×1, Zant's Magic Gem ×2, Dinolfos Arm Guard ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Monster Tooth ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Zant's Magic Gem ×1, The Imprisoned's Scales ×1, Dinolfos Fang ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Zant's Helmet ×1, Zant's Magic Gem ×2, Dinolfos Arm Guard ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Dinolfos Fang ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Zant's Helmet ×1, Zant's Magic Gem ×2, Dinolfos Arm Guard ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Dinolfos Fang ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Zant's Helmet ×1, Zant's Magic Gem ×2, Dinolfos Arm Guard ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Dinolfos Fang ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Zant's Helmet ×1, Zant's Magic Gem ×2, Dinolfos Arm Guard ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Dinolfos Fang ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Zant's Helmet ×1, Zant's Magic Gem ×2, Dinolfos Arm Guard ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Dinolfos Fang ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Zant's Helmet ×1, Zant's Magic Gem ×2, Dinolfos Arm Guard ×2	2000

AGITHA'S COSTUMES

Name	Location
Standard Outfit	This is Agitha's starting costume.
Standard Outfit (Great Sea)	G-2 in the Great Sea Map; need to use Item Card.
Standard Outfit (Master Quest)	F-11 in the Master Quest Map; need to use Item Card.
Standard Outfit (Twilight)	A-10 in the Twilight Map; need to use Item Card.
Don Gero's Mask	C-11 in the Termina Map; need to use Item Card.

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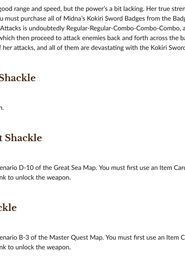
Midna is one of the most interesting Warriors in the game, both because of the design of her attacks and her mechanics. She rides on the back of a wolf while attacking with the supreme power of her magical hair. Her signature attacks involve wolf-based uppercuts and tornado suplexing enemies after grabbing them with her hair, which becomes a gigantic hand, mind you. Midna's attacks have an unpredictable and incredible range and they are extremely powerful after you upgrade them properly, which makes her one of the best Warriors for sweeping Keeps and large groups of enemy soldiers.

How to unlock

Midna becomes available after completing "The Shadow King" in Legend Mode.

MIDNA'S WEAPONS



SHACKLE

Midna's Regular Attacks have good range and speed, but the power's a bit lacking. Her true strength comes from her Combo Attacks, but not right away. You must purchase all of Midna's Kokiri Sword Badges from the Badge Market to see her really shine. One of her best Combo Attacks is undoubtedly Regular-Regular-Combo-Combo-Combo, an attack that allows her to summon two twilight wolves, which then proceed to attack enemies back and forth across the battlefield. Her wolves perform in a similar manner for many of her attacks, and all of them are devastating with the Kokiri Sword Badges.

Cursed Shackle

This is Midna's starting weapon.

Twilight Shackle

You can find this weapon in Scenario D-10 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Sol Shackle

You can find this weapon in Scenario B-3 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Sol Shackle +

You can find this weapon in Scenario E-4 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

MIDNA'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Shackle: Regular Attack ×1, then Combo Attack ×3	Old Rag ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New spin attack for the Shackle: Regular Attack ×2, then Combo Attack ×3	Aeralfos Leather ×1, Old Rag ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Shackle: Regular Attack ×3, then Combo Attack ×3	Piece of Darknut Armor ×1, Old Rag ×1	1000
Kokiri Sword IV	New Combo Attack for the Shackle: Regular Attack ×4, then press Combo Attack	ReDead Bandage ×1, Old Rag ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Piece of Darknut Armor ×1, Old Rag ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	ReDead Bandage ×1, Old Rag ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Link's Scarf ×1, Gohma's Acid ×2, Fiery Aeralfos Wing ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Fiery Aeralfos Leather ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Link's Boots ×1, Gohma's Acid ×1, Fiery Aeralfos Leather ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Link's Scarf ×1, Gohma's Acid ×2, Fiery Aeralfos Wing ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Fiery Aeralfos Leather ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Link's Boots ×1, Gohma's Acid ×1, Fiery Aeralfos Leather ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Link's Scarf ×1, Gohma's Acid ×2, Fiery Aeralfos Wing ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Fiery Aeralfos Leather ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Link's Boots ×1, Gohma's Acid ×1, Fiery Aeralfos Leather ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Link's Scarf ×1, Gohma's Acid ×2, Fiery Aeralfos Wing ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Essence of Icy Big Poe ×1, Old Rag ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Link's Scarf ×1, Gohma's Acid ×2, Fiery Aeralfos Wing ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Metal Plate ×1	100
Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	ReDead Bandage ×1, Metal Plate ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Gohma's Lens ×1, Link's Boots ×2, Fiery Aeralfos Wing ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Fiery Aeralfos Leather ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Link's Boots ×1, Gohma's Acid ×1, Fiery Aeralfos Leather ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Gohma's Lens ×1, Link's Boots ×2, Fiery Aeralfos Wing ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Fiery Aeralfos Leather ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Link's Boots ×1, Gohma's Acid ×1, Fiery Aeralfos Leather ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Gohma's Lens ×1, Link's Boots ×2, Fiery Aeralfos Wing ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Fiery Aeralfos Leather ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Link's Boots ×1, Gohma's Acid ×1, Fiery Aeralfos Leather ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Gohma's Lens ×1, Link's Boots ×2, Fiery Aeralfos Wing ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Fiery Aeralfos Leather ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Link's Boots ×1, Gohma's Acid ×1, Fiery Aeralfos Leather ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Gohma's Lens ×1, Link's Boots ×2, Fiery Aeralfos Wing ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Fiery Aeralfos Leather ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Link's Boots ×1, Gohma's Acid ×1, Fiery Aeralfos Leather ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Gohma's Lens ×1, Link's Boots ×2, Fiery Aeralfos Wing ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Fiery Aeralfos Leather ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Link's Boots ×1, Gohma's Acid ×1, Fiery Aeralfos Leather ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Gohma's Lens ×1, Link's Boots ×2, Fiery Aeralfos Wing ×2	5000
Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Fiery Aeralfos Leather ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Link's Boots ×1, Gohma's Acid ×1, Fiery Aeralfos Leather ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Gohma's Lens ×1, Link's Boots ×2, Fiery Aeralfos Wing ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Monster Tooth ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Link's Boots ×1, Gohma's Acid ×1, Fiery Aeralfos Leather ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Link's Scarf ×1, Link's Boots ×2, Fiery Aeralfos Wing ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Fiery Aeralfos Leather ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Link's Scarf ×1, Link's Boots ×2, Fiery Aeralfos Wing ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Fiery Aeralfos Leather ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Link's Scarf ×1, Link's Boots ×2, Fiery Aeralfos Wing ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Fiery Aeralfos Leather ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Link's Scarf ×1, Link's Boots ×2, Fiery Aeralfos Wing ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Fiery Aeralfos Leather ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Link's Scarf ×1, Link's Boots ×2, Fiery Aeralfos Wing ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Fiery Aeralfos Leather ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Link's Scarf ×1, Link's Boots ×2, Fiery Aeralfos Wing ×2	2000

MIDNA'S COSTUMES

Name	Location
Standard Outfit	This is Midna's starting outfit.
Standard Outfit (Great Sea)	B-6 in the Great Sea Map; need to use Item Card.
Standard Outfit (Master Quest)	D-12 in the Master Quest Map; need to use Item Card.
Standard Outfit (Twilight)	B-2 in the Twilight Map; need to use Item Card.
Ordon Shield	B-13 in the Termina Map; need to use Item Card.

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HYRULE WARRIORS LEGENDS

Warriors & Weapons

Zant

Zant's a weird dude. There are few other ways to describe him. His body contorts and twists, his face is a ghostly shade of white, and he throws temper tantrums to attack his enemies. Somehow, despite his eccentricities, he's a very solid Warrior, once you learn to wield the power of the tantrum, a totem pole, or a giant version of his helmet.

How to unlock

You can find this Warrior in Scenario C-3 in the Adventure Map. You must first use an Item Card in the Search Screen to locate him, and then complete the Scenario to unlock him.

ZANT'S WEAPONS

SCIMITARS

There aren't many tricks to using Zant's Scimitars. As mentioned above, he can create a temper tantrum and a giant version of his helmet. He can also create a totem pole, atop which he stands and fires energy balls. Keep mashing Combo while on top of it to get him to fire as long as possible, but that's about the extent of this weapon's complexity. Although its moves do look like complete chaos and the ranges seem hard to gauge, really, this is just a bad-guy pounder that has a Combo Attack to meet all of your needs.

Usurper's Scimitars

This is Zant's starting weapon.

Shadow Scimitars

You can find this weapon in Scenario G-7 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Scimitar of Twilight

You can find this weapon in Scenario G-16 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Scimitar of Twilight +

You can find this weapon in Scenario A-3 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

ZANT'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Scimitars: Regular Attack ×6	Rock ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New spin attack for the Scimitars: Hold Combo Attack button after a Combo Attack.	Dinolfos Fang ×1, Rock ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for Scimitars: Regular Attack ×7	Shield-Moblin Helmet ×1, Rock ×1	1000
Kokiri Sword IV	New Combo Attack for the Scimitars: Regular Attack ×5, then press Combo Attack	Goron Armor Breastplate ×1, Rock ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Dinolfos Fang ×1, Rock ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Goron Armor Breastplate ×1, Rock ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Impa's Breastplate ×1, Wizzro's Robe ×2, Icy Big Poe's Talisman ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Essence of Icy Big Poe ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Impa's Hair Band ×1, Wizzro's Robe ×1, Essence of Icy Big Poe ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Impa's Breastplate ×1, Wizzro's Robe ×2, Icy Big Poe's Talisman ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Essence of Icy Big Poe ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Impa's Hair Band ×1, Wizzro's Robe ×1, Essence of Icy Big Poe ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Impa's Breastplate ×1, Wizzro's Robe ×2, Icy Big Poe's Talisman ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Essence of Icy Big Poe ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Impa's Hair Band ×1, Wizzro's Robe ×1, Essence of Icy Big Poe ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Impa's Breastplate ×1, Wizzro's Robe ×2, Icy Big Poe's Talisman ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Goron Armor Breastplate ×1, Rock ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Impa's Breastplate ×1, Wizzro's Robe ×2, Icy Big Poe's Talisman ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Zant's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Monster Tooth ×1	100
Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	Goron Armor Breastplate ×1, Monster Tooth ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Wizzro's Ring ×1, Impa's Hair Band ×2, Icy Big Poe's Talisman ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Essence of Icy Big Poe ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Impa's Hair Band ×1, Wizzro's Robe ×1, Essence of Icy Big Poe ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Wizzro's Ring ×1, Impa's Hair Band ×2, Icy Big Poe's Talisman ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Essence of Icy Big Poe ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Impa's Hair Band ×1, Wizzro's Robe ×1, Essence of Icy Big Poe ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Wizzro's Ring ×1, Impa's Hair Band ×2, Icy Big Poe's Talisman ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Essence of Icy Big Poe ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Impa's Hair Band ×1, Wizzro's Robe ×1, Essence of Icy Big Poe ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Wizzro's Ring ×1, Impa's Hair Band ×2, Icy Big Poe's Talisman ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Essence of Icy Big Poe ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Impa's Hair Band ×1, Wizzro's Robe ×1, Essence of Icy Big Poe ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Wizzro's Ring ×1, Impa's Hair Band ×2, Icy Big Poe's Talisman ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Essence of Icy Big Poe ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Impa's Hair Band ×1, Wizzro's Robe ×1, Essence of Icy Big Poe ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Wizzro's Ring ×1, Impa's Hair Band ×2, Icy Big Poe's Talisman ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Essence of Icy Big Poe ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Impa's Hair Band ×1, Wizzro's Robe ×1, Essence of Icy Big Poe ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Wizzro's Ring ×1, Impa's Hair Band ×2, Icy Big Poe's Talisman ×2	5000
Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Essence of Icy Big Poe ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Impa's Hair Band ×1, Wizzro's Robe ×1, Essence of Icy Big Poe ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Wizzro's Ring ×1, Impa's Hair Band ×2, Icy Big Poe's Talisman ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Metal Plate ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Impa's ½ Hair Band ×1, Wizzro's Robe ×1, Essence of Icy Big Poe ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Impa's Breastplate ×1, Impa's Hair Band ×2, Icy Big Poe's Talisman ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Essence of Icy Big Poe ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Impa's Breastplate ×1, Impa's Hair Band ×2, Icy Big Poe's Talisman ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Essence of Icy Big Poe ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Impa's Breastplate ×1, Impa's Hair Band ×2, Icy Big Poe's Talisman ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Essence of Icy Big Poe ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Impa's Breastplate ×1, Impa's Hair Band ×2, Icy Big Poe's Talisman ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Essence of Icy Big Poe ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Impa's Breastplate ×1, Impa's Hair Band ×2, Icy Big Poe's Talisman ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Essence of Icy Big Poe ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Impa's Breastplate ×1, Impa's Hair Band ×2, Icy Big Poe's Talisman ×2	2000

ZANT'S COSTUMES

Name	Location
Standard Outfit	This is Zant's starting costume.
Standard Outfit (Great Sea)	C-3 in the Great Sea Map; need to use Item Card.
Standard Outfit (Master Quest)	H-12 in the Master Quest Map; need to use Item Card.
Standard Outfit (Twilight)	C-8 in the Twilight Map; need to use Item Card.
Troupe Leader's Mask	B-8 in the Termina Map; need to use Item Card.

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Hyrule Warriors Legends

Warriors & Weapons

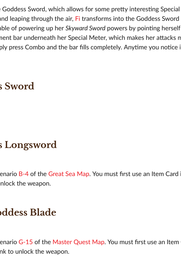
Fi

As the anthropomorphized form of the Goddess Sword, Fi is the epitome of grace in battle. Gliding along the battlefield with agility and beauty, Fi attacks her enemies with moves that could easily be mistaken for a choreographed dance. One of the fastest Warriors in the game, Fi has the capacity to slide in and out of fights with complete ease. She is also able to transform the Goddess Sword to reveal her true nature and to empower all of her attacks with light element. While she doesn't hit as hard as the other Warriors, her speed and agility more than make up for it.

How to unlock

Fi becomes available after completing "Land in the Sky" in Legend Mode.

FI'S WEAPONS



GODDESS BLADE

As we said previously, FI IS the Goddess Sword, which allows for some pretty interesting Special Attacks. When she's not dancing across the battlefield and leaping through the air, Fi transforms into the Goddess Sword to smite foes with a blender-like attack. She's also fully capable of powering up her *Skyward Sword* powers by pointing herself at the sky while in her sword form. This fills up the light element bar underneath her Special Meter, which makes her attacks more damaging as long as it's full. To perform this move, simply press Combo and the bar fills completely. Anytime you notice it getting low, just press Combo again to refill it.

Goddess Sword

This is Fi's starting weapon.

Goddess Longsword

You can find this weapon in Scenario B-4 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

True Goddess Blade

You can find this weapon in Scenario G-15 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

True Goddess Blade +

You can find this weapon in Scenario C-6 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

FI'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for Goddess Blade: Regular Attack ×6	Monster Tooth ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for Goddess Blade: Regular Attack ×4, then press Combo Attack	Moblin Flank ×1, Monster Tooth ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for Goddess Blade: Regular Attack ×7	Aeralfos Feather ×1, Monster Tooth ×1	1000
Kokiri Sword IV	New Combo Attack for Hylian Sword: New Combo Attack ×5, then press Combo Attack	Hylian Captain Gauntlet ×1, Monster Tooth ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Aeralfos Feather ×1, Monster Tooth ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Hylian Captain Gauntlet ×1, Monster Tooth ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Ghirahim's Cape ×1, The Imprisoned's Scales ×2, Moblin Spear ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Moblin Flank ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Ghirahim's Sash ×1, The Imprisoned's Scales ×1, Moblin Flank ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Ghirahim's Cape ×1, The Imprisoned's Scales ×2, Moblin Spear ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Moblin Flank ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Ghirahim's Sash ×1, The Imprisoned's Scales ×1, Moblin Flank ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Ghirahim's Cape ×1, The Imprisoned's Scales ×2, Moblin Spear ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Moblin Flank ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Ghirahim's Sash ×1, The Imprisoned's Scales ×1, Moblin Flank ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Ghirahim's Cape ×1, The Imprisoned's Scales ×2, Moblin Spear ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Aeralfos Feather ×1, Monster Tooth ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Ghirahim's Cape ×1, The Imprisoned's Scales ×2, Moblin Spear ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Fi's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Old Rag ×1	100
Empty Bottle II (Unlocks Navru's Love I)	Allows a warrior to use a potion twice per battle.	Hylian Captain Gauntlet ×1, Old Rag ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	The Imprisoned's Pillar ×1, Ghirahim's Sash ×2, Moblin Spear ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Moblin Flank ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Ghirahim's Sash ×1, The Imprisoned's Scales ×1, Moblin Flank ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	The Imprisoned's Pillar ×1, Ghirahim's Sash ×2, Moblin Spear ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Moblin Flank ×2	1000
Goron Tunic II	Ghirahim's Sash ×1, The Imprisoned's Scales ×1, Moblin Flank ×3	Ganondorf's Gauntlet ×1, King Dodongo's Claws ×1, Lizalfos Scale ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	The Imprisoned's Pillar ×1, Ghirahim's Sash ×2, Moblin Spear ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Moblin Flank ×2	1000

ASSIST BADGES

Name	Description	Materials Required	Cost
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Ghirahim's Sash ×1, The Imprisoned's Scales ×1, Moblin Flank ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	The Imprisoned's Pillar ×1, Ghirahim's Sash ×2, Moblin Spear ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Moblin Flank ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Ghirahim's Sash ×1, The Imprisoned's Scales ×1, Moblin Flank ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	The Imprisoned's Pillar ×1, Ghirahim's Sash ×2, Moblin Spear ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Moblin Flank ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Ghirahim's Sash ×1, The Imprisoned's Scales ×1, Moblin Flank ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	The Imprisoned's Pillar ×1, Ghirahim's Sash ×2, Moblin Spear ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Moblin Flank ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Ghirahim's Sash ×1, The Imprisoned's Scales ×1, Moblin Flank ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	The Imprisoned's Pillar ×1, Ghirahim's Sash ×2, Moblin Spear ×2	5000
Navru's Love I	Nullifies knock-back on the first hit taken from enemies.	Moblin Flank ×3	1000
Navru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Ghirahim's Sash ×1, The Imprisoned's Scales ×1, Moblin Flank ×3	3000
Navru's Love III	Nullifies knock-back on the first three hits taken from enemies.	The Imprisoned's Pillar ×1, Ghirahim's Sash ×2, Moblin Spear ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Metal Plate ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Ghirahim's Sash ×1, The Imprisoned's Scales ×1, Moblin Flank ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Ghirahim's Cape ×1, Ghirahim's Sash ×2, Moblin Spear ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Greatly increases the duration of bomb power-ups.	Moblin Flank ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Ghirahim's Cape ×1, Ghirahim's Sash ×2, Moblin Spear ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Moblin Flank ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Ghirahim's Cape ×1, Ghirahim's Sash ×2, Moblin Spear ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Moblin Flank ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Ghirahim's Cape ×1, Ghirahim's Sash ×2, Moblin Spear ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Moblin Flank ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Ghirahim's Cape ×1, Ghirahim's Sash ×2, Moblin Spear ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Moblin Flank ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Ghirahim's Cape ×1, Ghirahim's Sash ×2, Moblin Spear ×2	2000

FI'S COSTUMES

Name	Location
Standard Outfit	This is Fi's starting outfit.
Standard Outfit (Great Sea)	B-7 in the Great Sea Map; need to use Item Card.
Standard Outfit(Master Quest)	C-5 in the Master Quest Map; need to use Item Card.
Standard Outfit (Twilight)	B-6 in the Twilight Map; need to use Item Card.
Stone Mask	E-7 in the Termina Map; need to use Item Card.

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Hyrule Warriors Legends

Warriors & Weapons

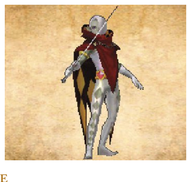
Ghirahim

Ghirahim is a Warrior of misrepresentation. When you first see him in-game, he seems like a goofy, failed court jester who couldn't fight a simple Bokoblin, let alone an enemy Warrior. When you play as him, he seems clunky and pathetically weak, but both impressions are very quickly dispelled after a Scenario or two, when you realize that this failed jester is actually a master assassin. His goofy side is quickly eclipsed by the sheer devastation of his attacks, and we're not talking about how hard they hit. All of Ghirahim's attacks look otherworldly and brutal as heck. From there, he further proves his ferociousness with devastating attacks against other Warriors and the lesser troops on the field. Very few Warriors can mop up enemy Warriors as quick as Ghirahim, which undoubtedly makes him a Warrior to have on your roster.

How to unlock

You can find this Warrior in Scenario G-3 in the Adventure Map. You must first use an Item Card in the Search Screen to locate him, and then complete the Scenario to unlock him.

GHIRAHIM'S WEAPONS



DEMON BLADE

Ghirahim's Demon Sword is one of the best weapons with ranged attacks. While not all of his Regular Attacks are ranged, the ones that are cut through crowds of enemies like a knife through butter. We know, we know: That's a tired cliché, but truly, there is no better way to describe how effortlessly his ranged attacks go through enemy soldiers. Add to that the amount of punishment his Special Attack can dole out and you've got yourself one of the deadliest Warriors with one of the deadliest weapons.

Demon Tribe Sword

This is Ghirahim's starting weapon.

Demon Longsword

You can find this weapon in Scenario F-8 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

True Demon Blade

You can find this weapon in Scenario D-1 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

True Demon Blade +

You can find this weapon in Scenario F-6 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

GHIRAHIM'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for Demon Blade: Regular Attack ×1, then Combo Attack ×3	Soldier's Uniform ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for Demon Blade: Regular Attack ×2, then Combo Attack ×3	Lizalfos Scale ×1, Soldier's Uniform ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for Demon Blade: Regular Attack ×3, then Combo Attack ×3	ReDead Bandage ×1, Soldier's Uniform ×1	1000
Kokiri Sword IV	New Combo Attack for Demon Blade: Regular Attack ×4, then press Combo Attack	Hylian Captain Gauntlet ×1, Soldier's Uniform ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Dinolfos Fang ×1, Soldier's Uniform ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Goron Armor Breastplate ×1, Soldier's Uniform ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Fi's Crystal ×1, Volga's Helmet ×2, Moblin Spear ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Moblin Flank ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Fi's Heels ×1, Volga's Helmet ×1, Moblin Flank ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Fi's Crystal ×1, Volga's Helmet ×2, Moblin Spear ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Moblin Flank ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Fi's Heels ×1, Volga's Helmet ×1, Moblin Flank ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Fi's Crystal ×1, Volga's Helmet ×2, Moblin Spear ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Moblin Flank ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Fi's Heels ×1, Volga's Helmet ×1, Moblin Flank ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Fi's Crystal ×1, Volga's Helmet ×2, Moblin Spear ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Lizalfos Scale ×1, Soldier's Uniform ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Fi's Crystal ×1, Volga's Helmet ×2, Moblin Spear ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Metal Plate ×1	100
Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	Hylian Captain Gauntlet ×1, Metal Plate ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Volga's Dragon Spear ×1, Fi's Heels ×2, Moblin Spear ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Moblin Flank ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Fi's Heels ×1, Volga's Helmet ×1, Moblin Flank ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Volga's Dragon Spear ×1, Fi's Heels ×2, Moblin Spear ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Moblin Flank ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Fi's Heels ×1, Volga's Helmet ×1, Moblin Flank ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Volga's Dragon Spear ×1, Fi's Heels ×2, Moblin Spear ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Moblin Flank ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Fi's Heels ×1, Volga's Helmet ×1, Moblin Flank ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Volga's Dragon Spear ×1, Fi's Heels ×2, Moblin Spear ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Moblin Flank ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Fi's Heels ×1, Volga's Helmet ×1, Moblin Flank ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Volga's Dragon Spear ×1, Fi's Heels ×2, Moblin Spear ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Moblin Flank ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Fi's Heels ×1, Volga's Helmet ×1, Moblin Flank ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Volga's Dragon Spear ×1, Fi's Heels ×2, Moblin Spear ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Moblin Flank ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Fi's Heels ×1, Volga's Helmet ×1, Moblin Flank ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Volga's Dragon Spear ×1, Fi's Heels ×2, Moblin Spear ×2	5000
Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Moblin Flank ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Fi's Heels ×1, Volga's Helmet ×1, Moblin Flank ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Volga's Dragon Spear ×1, Fi's Heels ×2, Moblin Spear ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Monster Tooth ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Fi's Heels ×1, Volga's Helmet ×1, Moblin Flank ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Fi's Crystal ×1, Fi's Heels ×2, Moblin Spear ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Moblin Flank ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Fi's Crystal ×1, Fi's Heels ×2, Moblin Spear ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Moblin Flank ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Fi's Crystal ×1, Fi's Heels ×2, Moblin Spear ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Moblin Flank ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Fi's Crystal ×1, Fi's Heels ×2, Moblin Spear ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Moblin Flank ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Fi's Crystal ×1, Fi's Heels ×2, Moblin Spear ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Moblin Flank ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Fi's Crystal ×1, Fi's Heels ×2, Moblin Spear ×2	2000

GHIRAHIM'S COSTUMES

Name	Location
Standard Outfit	This is Ghirahim's starting outfit.
Standard Outfit (Great Sea)	B-14 in the Great Sea Map; need to use Item Card.
Standard Outfit (Master Quest)	D-6 in the Master Quest Map; need to use Item Card.
Standard Outfit (Twilight)	A-5 in the Twilight Map; need to use Item Card.
Kamaro's Mask	E-14 in the Termina Map; need to use Item Card.

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Hyrule Warriors Legends

Warriors & Weapons

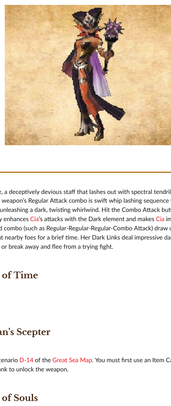
Cia

Once a great sorceress who monitored the Triforce across all of time and space, Cia became corrupted by Ganondorf's dark whispers into her heart. She unleashes terrible, sinister magic in battle, conjuring frightening Warriors of shadow to chase down her prey. Cia's ease of use and devastatingly effective combos make her a great choice for practically any Scenario.

How to unlock

Cia becomes available after you complete "Grand Finale: Liberation of the Triforce" in Legend Mode.

CIA'S WEAPONS



SCIMITARS

Cia wields the Scepter of Time, a deceptively devious staff that lashes out with spectral tendrils when swung, furiously flogging everything in front of Cia. The weapon's Regular Attack combo is swift whip lashing sequence that ends with Cia attacking all enemies around her and then unleashing a dark, twisting whirlwind. Hit the Combo Attack button before diving into a dangerous clash; it temporarily enhances Cia's attacks with the Dark element and makes Cia immune to knockback until the effect subsides. Cia's advanced combo (such as Regular-Regular-Regular-Combo Attack) draw upon her dark power to summon a number of Dark Links to fight nearby foes for a brief time. Her Dark Links deal impressive damage and create openings for Cia to flank powerful enemies or break away and flee from a trying fight.

Scepter of Time

This is Cia's starting weapon.

Guardian's Scepter

You can find this weapon in Scenario D-14 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Scepter of Souls

You can find this weapon in Scenario B-2 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Scepter of Souls +

You can find this weapon in Scenario F-7 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

CIA'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Scepter: Regular Attack ×6	Rock ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for the Scepter: Regular Attack ×4, then press Combo Attack	Lizalfos Scale ×1, Rock ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Scepter: Regular Attack ×7	ReDead Bandage ×1, Rock ×1	1000
Kokiri Sword IV	New Combo Attack for Hylian Sword: Regular Attack ×5, then press Combo Attack	Hylian Captain Gauntlet ×1, Rock ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Dinolfos Fang ×1, Rock ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Goron Armor Breastplate ×1, Rock ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Link's Scarf ×1, Manhandla's Toxic Dust ×2, Lizalfos Gauntlet ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Lizalfos Scale ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Lizalfos Scale ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Link's Scarf ×1, Manhandla's Toxic Dust ×2, Lizalfos Gauntlet ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Lizalfos Scale ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Lizalfos Scale ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Link's Scarf ×1, Manhandla's Toxic Dust ×2, Lizalfos Gauntlet ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Lizalfos Scale ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Lizalfos Scale ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Link's Scarf ×1, Manhandla's Toxic Dust ×2, Lizalfos Gauntlet ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Lizalfos Scale ×1, Rock ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Link's Scarf ×1, Manhandla's Toxic Dust ×2, Lizalfos Gauntlet ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Old Rag ×1	100
Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	Hylian Captain Gauntlet ×1, Old Rag ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Manhandla's Sapling ×1, Link's Boots ×2, Lizalfos Gauntlet ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Lizalfos Scale ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Lizalfos Scale ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Manhandla's Sapling ×1, Link's Boots ×2, Lizalfos Gauntlet ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Lizalfos Scale ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Lizalfos Scale ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Manhandla's Sapling ×1, Link's Boots ×2, Lizalfos Gauntlet ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Lizalfos Scale ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Lizalfos Scale ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Manhandla's Sapling ×1, Link's Boots ×2, Lizalfos Gauntlet ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Lizalfos Scale ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Lizalfos Scale ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Manhandla's Sapling ×1, Link's Boots ×2, Lizalfos Gauntlet ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Lizalfos Scale ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Lizalfos Scale ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Manhandla's Sapling ×1, Link's Boots ×2, Lizalfos Gauntlet ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Lizalfos Scale ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Lizalfos Scale ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Manhandla's Sapling ×1, Link's Boots ×2, Lizalfos Gauntlet ×2	5000
Nayru's Love I	Nullifies knock-back on the first hit taken from enemies.	Lizalfos Scale ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Lizalfos Scale ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Manhandla's Sapling ×1, Link's Boots ×2, Lizalfos Gauntlet ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Monster Tooth ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Lizalfos Scale ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Link's Scarf ×1, Link's Boots ×2, Lizalfos Gauntlet ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Lizalfos Scale ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Link's Scarf ×1, Link's Boots ×2, Lizalfos Gauntlet ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Lizalfos Scale ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Link's Scarf ×1, Link's Boots ×2, Lizalfos Gauntlet ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Lizalfos Scale ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Link's Scarf ×1, Link's Boots ×2, Lizalfos Gauntlet ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Lizalfos Scale ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Link's Scarf ×1, Link's Boots ×2, Lizalfos Gauntlet ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Lizalfos Scale ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Link's Scarf ×1, Link's Boots ×2, Lizalfos Gauntlet ×2	2000

CIA'S COSTUMES

Name	Location
Masked	This is one of Cia's starting costume.
Unmasked	This is one of Cia's starting costume.
Hatless	This is one of Cia's starting costume.
Masked (Boss)	Complete "Evil Power" on the Rewards Map with an A-Rank.
Unmasked (Boss)	Complete "Evil Power" on the Rewards Map with an A-Rank.
Hatless (Boss)	Complete "Evil Power" on the Rewards Map with an A-Rank.
Masked (Great Sea)	A-8 in the Great Sea Map; need to use Item Card.
Unmasked (Great Sea)	A-8 in the Great Sea Map; need to use Item Card.
Hatless (Great Sea)	A-8 in the Great Sea Map; need to use Item Card.
Masked (Master Quest)	G-3 in the Master Quest Map; need to use Item Card.
Unmasked (Master Quest)	G-3 in the Master Quest Map; need to use Item Card.
Hatless (Master Quest)	G-3 in the Master Quest Map; need to use Item Card.
Guardian Of Time	H-15 in the Master Quest Map; need to use Item Card.
Masked (Twilight)	F-2 in the Twilight Map; need to use Item Card.
Unmasked (Twilight)	F-2 in the Twilight Map; need to use Item Card.
Hatless (Twilight)	F-2 in the Twilight Map; need to use Item Card.
Majora's Mask	F-8 in the Termina Map; need to use Item Card.

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Hyrule Warriors Legends

Warriors & Weapons

Volga

Cia's enforcer and a noble dragon knight, Volga is a tenacious Warrior that constantly strives to prove his worth on the battlefield. Although he works for Cia, Volga is Warrior of integrity. He is always hunting for his next great battle, but he wants to be the greatest Warrior through his own means. Cia's power corrupts Volga, and although he becomes stronger as a result, the cost turns out to be too high to pay.

How to unlock

Volga becomes available after you complete "Cia's Tale: The Dragon of the Caves" in Legend Mode.

VOLGA'S WEAPONS

DRAGON SPEAR

When battling in human form, Volga prefers to eviscerate his opposition with his lengthy Dragon Spear. The weapon's formidable Regular Attack combos are as swift as they are powerful, and showcase Volga's skill at mixing together swift spear strikes and lethal spins. His combos let you unleash all of the awesome skills that Volga brings to bear during Legend Mode play: breathe a lethal stream of fire with his Regular-Regular-Regular-Combo Attack, or assume the Dragon Knight's true form with Regular-Regular-Regular-Regular-Combo Attack. Become the dragon with that combo and annihilate enemies with devastating dive-bombs!

Dragonbone Pike

This is Volga's starting weapon.

Stonecleaver Claw

You can find this weapon in Scenario A-7 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Flesh-Render Fang

You can find this weapon in Scenario G-13 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Flesh-Render Fang +

You can find this weapon in Scenario D-14 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

VOLGA'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for Dragon Spear: Regular Attack ×6	Soldier's Uniform ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for Dragon Spear: Regular Attack ×3, then press Combo Attack	Dinolfos Fang ×1, Soldier's Uniform ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for Dragon Spear: Regular Attack ×7	Shield-Moblin Helmet ×1, Soldier's Uniform ×1	1000
Kokiri Sword IV	New Combo Attack for Dragon Spear: Regular Attack ×4, then press Combo Attack	Goron Armor Breastplate ×1, Soldier's Uniform ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Dinolfos Fang ×1, Soldier's Uniform ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Goron Armor Breastplate ×1, Soldier's Uniform ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Zelda's Tiara ×1, Argorok's Embers ×2, Round Aeralfos Shield ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Aeralfos Leather ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Zelda's Brooch ×1, Argorok's Embers ×1, Aeralfos Leather ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Zelda's Tiara ×1, Argorok's Embers ×2, Round Aeralfos Shield ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Aeralfos Leather ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Zelda's Brooch ×1, Argorok's Embers ×1, Aeralfos Leather ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Zelda's Tiara ×1, Argorok's Embers ×2, Round Aeralfos Shield ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Aeralfos Leather ×2	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Zelda's Brooch ×1, Argorok's Embers ×1, Aeralfos Leather ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Zelda's Tiara ×1, Argorok's Embers ×2, Round Aeralfos Shield ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Goron Armor Breastplate ×1, Soldier's Uniform ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Zelda's Tiara ×1, Argorok's Embers ×2, Round Aeralfos Shield ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Old Rag ×1	100
Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	Goron Armor Breastplate ×1, Old Rag ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Argorok's Stone ×1, Zelda's Brooch ×2, Round Aeralfos Shield ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Aeralfos Leather ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Zelda's Brooch ×1, Argorok's Embers ×1, Aeralfos Leather ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Argorok's Stone ×1, Zelda's Brooch ×2, Round Aeralfos Shield ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Aeralfos Leather ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Zelda's Brooch ×1, Argorok's Embers ×1, Aeralfos Leather ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Argorok's Stone ×1, Zelda's Brooch ×2, Round Aeralfos Shield ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Aeralfos Leather ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Zelda's Brooch ×1, Argorok's Embers ×1, Aeralfos Leather ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Argorok's Stone ×1, Zelda's Brooch ×2, Round Aeralfos Shield ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Aeralfos Leather ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Zelda's Brooch ×1, Argorok's Embers ×1, Aeralfos Leather ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Argorok's Stone ×1, Zelda's Brooch ×2, Round Aeralfos Shield ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Aeralfos Leather ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Zelda's Brooch ×1, Argorok's Embers ×1, Aeralfos Leather ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Argorok's Stone ×1, Zelda's Brooch ×2, Round Aeralfos Shield ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Aeralfos Leather ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Zelda's Brooch ×1, Argorok's Embers ×1, Aeralfos Leather ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Argorok's Stone ×1, Zelda's Brooch ×2, Round Aeralfos Shield ×2	5000
Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Aeralfos Leather ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Zelda's Brooch ×1, Argorok's Embers ×1, Aeralfos Leather ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Argorok's Stone ×1, Zelda's Brooch ×2, Round Aeralfos Shield ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Rock ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Zelda's Brooch ×1, Argorok's Embers ×1, Aeralfos Leather ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Zelda's Tiara ×1, Zelda's Brooch ×2, Round Aeralfos Shield ×2	2000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Aeralfos Leather ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Zelda's Tiara ×1, Zelda's Brooch ×2, Round Aeralfos Shield ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Aeralfos Leather ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Zelda's Tiara ×1, Zelda's Brooch ×2, Round Aeralfos Shield ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Aeralfos Leather ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Zelda's Tiara ×1, Zelda's Brooch ×2, Round Aeralfos Shield ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Aeralfos Leather ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Zelda's Tiara ×1, Zelda's Brooch ×2, Round Aeralfos Shield ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Aeralfos Leather ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Zelda's Tiara ×1, Zelda's Brooch ×2, Round Aeralfos Shield ×2	2000

VOLGA'S COSTUMES

Name	Location
Standard Outfit	This is Volga's starting costume.
Standard Outfit (Great Sea)	B-12 in the Great Sea Map; need to use Item Card.
Standard Outfit (Master Quest)	A-15 in the Master Quest Map; need to use Item Card.
Standard Outfit (Twilight)	B-4 in the Twilight Map; need to use Item Card.
Giant's Mask	C-14 in the Termina Map; need to use Item Card.

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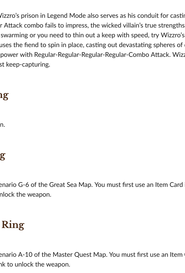
Wizzro is Cia's second-in-command and the dark forces' resident trickster. He's capable of transforming himself to look like other people and uses this trick to great effect over the course of Legend Mode. Unlike Volga, Wizzro is not noble: he's a textbook example of a corrupt and evil individual. He would likely stab Cia in the back in a second if he were ever given the chance.

How to unlock

Wizzro becomes available after you complete "Cia's Tale: The Dragon of the Caves" in Legend Mode.

WIZZRO'S WEAPONS



RING

The same ring that served as Wizzro's prison in Legend Mode also serves as his conduit for casting dark magic and evil spells. While Wizzro's sluggish Regular Attack combo fails to impress, the wicked villain's true strengths begin to shine as you initiate Combo Attacks. If enemies are swarming or you need to thin out a keep with speed, try Wizzro's Regular-Regular-Regular-Combo Attack string, which causes the fiend to spin in place, casting out devastating spheres of dark magic in all directions. Unleash a crippling ray of dark power with Regular-Regular-Regular-Regular-Combo Attack. Wizzro's Special Attack is also lethal, and very effective for fast keep-capturing.

Blue Ring

This is Wizzro's starting weapon.

Red Ring

You can find this weapon in Scenario G-6 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Magical Ring

You can find this weapon in Scenario A-10 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Magical Ring +

You can find this weapon in Scenario C-15 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

WIZZRO'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Ring: Regular Attack ×6	Monster Tooth ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for the Ring: Regularly Attack ×3, the press Combo Attack.	Lizalfos Scale ×1, Monster Tooth ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Ring: Regular Attack ×7	ReDead Bandage ×1, Monster Tooth ×1	1000
Kokiri Sword IV	New Combo Attack for the Ring: Regular Attack ×4, then press Combo Attack	Hylian Captain Gauntlet ×1, Monster Tooth ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Dinolfos Fang ×1, Monster Tooth ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Goron Armor Breastplate ×1, Monster Tooth ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Sheik's Turban ×1, Gohma's Acid ×2, Big Poe's Lantern ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Big Poe Necklace ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Sheik's Kunai ×1, Gohma's Acid ×1, Big Poe Necklace ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Sheik's Turban ×1, Gohma's Acid ×2, Big Poe's Lantern ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Big Poe Necklace ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Sheik's Kunai ×1, Gohma's Acid ×1, Big Poe Necklace ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Sheik's Turban ×1, Gohma's Acid ×2, Big Poe's Lantern ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Big Poe Necklace ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Sheik's Kunai ×1, Gohma's Acid ×1, Big Poe Necklace ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Sheik's Turban ×1, Gohma's Acid ×2, Big Poe's Lantern ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Lizalfos Scale ×1, Monster Tooth ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Sheik's Turban ×1, Gohma's Acid ×2, Big Poe's Lantern ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Old Rag ×1	100
Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	Big Poe Necklace ×1, Old Rag ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Gohma's Lens ×1, Sheik's Kunai ×2, Big Poe's Lantern ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Big Poe Necklace ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Sheik's Kunai ×1, Gohma's Acid ×1, Big Poe Necklace ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Gohma's Lens ×1, Sheik's Kunai ×2, Big Poe's Lantern ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Big Poe Necklace ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Sheik's Kunai ×1, Gohma's Acid ×1, Big Poe Necklace ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Gohma's Lens ×1, Sheik's Kunai ×2, Big Poe's Lantern ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Big Poe Necklace ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Sheik's Kunai ×1, Gohma's Acid ×1, Big Poe Necklace ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Gohma's Lens ×1, Sheik's Kunai ×2, Big Poe's Lantern ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Big Poe Necklace ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Sheik's Kunai ×1, Gohma's Acid ×1, Big Poe Necklace ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Gohma's Lens ×1, Sheik's Kunai ×2, Big Poe's Lantern ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Big Poe Necklace ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Sheik's Kunai ×1, Gohma's Acid ×1, Big Poe Necklace ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Gohma's Lens ×1, Sheik's Kunai ×2, Big Poe's Lantern ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Big Poe Necklace ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Sheik's Kunai ×1, Gohma's Acid ×1, Big Poe Necklace ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Gohma's Lens ×1, Sheik's Kunai ×2, Big Poe's Lantern ×2	5000
Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Big Poe Necklace ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Sheik's Kunai ×1, Gohma's Acid ×1, Big Poe Necklace ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Gohma's Lens ×1, Sheik's Kunai ×2, Big Poe's Lantern ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Metal Plate ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Sheik's Kunai ×1, Gohma's Acid ×1, Big Poe Necklace ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Sheik's Turban ×1, Sheik's Kunai ×2, Big Poe's Lantern ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Big Poe Necklace ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Sheik's Turban ×1, Sheik's Kunai ×2, Big Poe's Lantern ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Big Poe Necklace ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Sheik's Turban ×1, Sheik's Kunai ×2, Big Poe's Lantern ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Big Poe Necklace ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Sheik's Turban ×1, Sheik's Kunai ×2, Big Poe's Lantern ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Big Poe Necklace ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Sheik's Turban ×1, Sheik's Kunai ×2, Big Poe's Lantern ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Piece of Darknut Armor ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Sheik's Turban ×1, Sheik's Kunai ×2, Big Poe's Lantern ×2	2000

WIZZRO'S COSTUMES

Name	Location
Standard Outfit	This is Wizzro's starting costume.
Standard Outfit (Great Sea)	E-4 in the Great Sea Map; need to use Item Card.
Standard Outfit (Master Quest)	F-5 in the Master Quest Map; need to use Item Card.
Standard Outfit (Twilight)	F-10 in the Twilight Map; need to use Item Card.
Captain's Hat	B-12 in the Termina Map; need to use Item Card.

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HYRULE WARRIORS LEGENDS

Warriors & Weapons

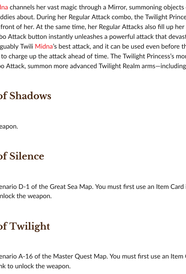
Twili Midna

During the Era of Twilight, Midna, the Twilight Princess herself, joined the legendary hero in saving both worlds of light and darkness. With the battle won and the curse lifted, Midna regained her true form, displaying her mysterious beauty once more. As one of royal Twilight blood, she has powers known only to the Twili people. The ancient Mirror she wields strengthens her Twilight powers even further, meaning she no longer has to rely on the Fused Shadow to devastate her enemies on the battlefield.

How to unlock

You can find this Warrior in Scenario A-16 in the Adventure Map. You must first use an Item Card in the Search Screen to locate her, and then complete the Scenario to unlock her.

TWILI MIDNA'S WEAPONS



MIRROR

In her uncursed form, Twili Midna channels her vast magic through a Mirror, summoning objects of all shapes and sizes from the Twilight Realm to batter baddies about. During her Regular Attack combo, the Twilight Princess casts out a giant hand to slap and squash foolish foes in front of her. At the same time, her Regular Attacks also fill up her Twilight gauge—when this gauge is full, pressing the Combo Attack button instantly unleashes a powerful attack that devastates everything around Twili Midna in a wide area. This is arguably Twili Midna's best attack, and it can be used even before the Twilight gauge is filled—just hold the Combo Attack button to charge up the attack ahead of time. The Twilight Princess's more complex combos, such as Regular-Regular-Regular-Combo Attack, summon more advanced Twilight Realm arms—including a giant cannon!

Mirror of Shadows

This is Twili Midna's starting weapon.

Mirror of Silence

You can find this weapon in Scenario D-1 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Mirror of Twilight

You can find this weapon in Scenario A-16 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Mirror of Twilight +

You can find this weapon in Scenario A-14 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

TWILI MIDNA'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Mirror: Regular Attack ×6	Monster Tooth ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for the Mirror: Regular Attack ×4, then press Combo Attack	Fiery Aeralfos Leather ×1, Monster Tooth ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for Hylian Sword: Regular Attack ×7	Stalmaster Wrist Bone ×1, Monster Tooth ×1	1000
Kokiri Sword IV	New Combo Attack for Hylian Sword: Regular Attack ×5, then press Combo Attack	Gibdo Bandage ×1, Monster Tooth ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Piece of Darknut Armor ×1, Monster Tooth ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	ReDead Bandage ×1, Monster Tooth ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Cia's Staff ×1, King Dodongo's Claws ×2, ReDead Knight Ashes ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Gibdo Bandage ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Cia's Bracelet ×1, King Dodongo's Claws ×1, Gibdo Bandage ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Cia's Staff ×1, King Dodongo's Claws ×2, ReDead Knight Ashes ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Gibdo Bandage ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Cia's Bracelet ×1, King Dodongo's Claws ×1, Gibdo Bandage ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Cia's Staff ×1, King Dodongo's Claws ×2, ReDead Knight Ashes ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Gibdo Bandage ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Cia's Bracelet ×1, King Dodongo's Claws ×1, Gibdo Bandage ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Cia's Staff ×1, King Dodongo's Claws ×2, ReDead Knight Ashes ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Essence of Icy Big Poe ×1, Monster Tooth ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Cia's Staff ×1, King Dodongo's Claws ×2, ReDead Knight Ashes ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Old Rag ×1	100
Empty Bottle II (Unlocks Navru's Love I)	Allows a warrior to use a potion twice per battle.	ReDead Bandage ×1, Old Rag ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	King Dodongo's Crystal ×1, Cia's Bracelet ×2, ReDead Knight Ashes ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Gibdo Bandage ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Cia's Bracelet ×1, King Dodongo's Claws ×1, Gibdo Bandage ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	King Dodongo's Crystal ×1, Cia's Bracelet ×2, ReDead Knight Ashes ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Gibdo Bandage ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Cia's Bracelet ×1, King Dodongo's Claws ×1, Gibdo Bandage ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	King Dodongo's Crystal ×1, Cia's Bracelet ×2, ReDead Knight Ashes ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Gibdo Bandage ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Cia's Bracelet ×1, King Dodongo's Claws ×1, Gibdo Bandage ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	King Dodongo's Crystal ×1, Cia's Bracelet ×2, ReDead Knight Ashes ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Gibdo Bandage ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Cia's Bracelet ×1, King Dodongo's Claws ×1, Gibdo Bandage ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	King Dodongo's Crystal ×1, Cia's Bracelet ×2, ReDead Knight Ashes ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Gibdo Bandage ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Cia's Bracelet ×1, King Dodongo's Claws ×1, Gibdo Bandage ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	King Dodongo's Crystal ×1, Cia's Bracelet ×2, ReDead Knight Ashes ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Gibdo Bandage ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Cia's Bracelet ×1, King Dodongo's Claws ×1, Gibdo Bandage ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	King Dodongo's Crystal ×1, Cia's Bracelet ×2, ReDead Knight Ashes ×2	5000
Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Gibdo Bandage ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Cia's Bracelet ×1, King Dodongo's Claws ×1, Gibdo Bandage ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	King Dodongo's Crystal ×1, Cia's Bracelet ×2, ReDead Knight Ashes ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Metal Plate ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Cia's Bracelet ×1, King Dodongo's Claws ×1, Gibdo Bandage ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Cia's Staff ×1, Cia's Bracelet ×2, ReDead Knight Ashes ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Gibdo Bandage ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Cia's Staff ×1, Cia's Bracelet ×2, ReDead Knight Ashes ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Gibdo Bandage ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Cia's Staff ×1, Cia's Bracelet ×2, ReDead Knight Ashes ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Gibdo Bandage ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Cia's Staff ×1, Cia's Bracelet ×2, ReDead Knight Ashes ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Gibdo Bandage ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Cia's Staff ×1, Cia's Bracelet ×2, ReDead Knight Ashes ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Gibdo Bandage ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Cia's Staff ×1, Cia's Bracelet ×2, ReDead Knight Ashes ×2	2000

TWILI MIDNA'S COSTUMES

Name	Location
Standard Outfit	This is Twili Midna's starting costume.
Standard Outfit (Great Sea)	E-14 in the Great Sea Map; need to use Item Card.

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HYRULE WARRIORS LEGENDS

Warriors & Weapons

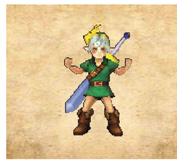
Young Link

The land of Termina faced imminent destruction from a maniacal masked figure and a furious moon, but a Young Link appeared just in time to summon the four giants and set things right. Young Link originally found himself in Termina while in search of someone dear to him. The Skull Kid stole the Ocarina of Time from Young Link and set the events of Majora's Mask in motion. Despite his age, Young Link is a formidable warrior, possessing mastery of a sword. He also comes equipped with the Fierce Deity Mask, an object that allows Young Link to turn into a powerful spirit.

How to unlock

You can find this Warrior in Scenario B-1 in the Adventure Map. You must first use an Item Card in the Search Screen to locate him, and then complete the Scenario to unlock him.

YOUNG LINK'S WEAPONS



MASK

Although skilled in the use of the sword, Young Link does most of his damage after transforming with his Fierce Deity Mask. Go ahead and unleash a Regular Attack barrage—his swordplay certainly is fast and furious, but with the exception of his most advanced combo (Regular-Regular-Regular-Regular-Regular-Combo Attack), this is not Young Link's greatest strength. Strive to unleash Special Attacks or Focus Spirit instead, transforming Young Link into Fierce Deity Link! In Fierce Deity form, Young Link becomes empowered with destructive fury. Press the Combo Attack button to covert Young Link's Special Attack energy into Focus Spirit energy—a unique trait that only Young Link enjoys.

Fierce Deity Mask

This is Young Link's starting weapon.

Furious Deity Mask

You can find this weapon in Scenario D-9 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Vengeful Deity Mask

You can find this weapon in Scenario H-2 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Vengeful Deity Mask +

You can find this weapon in Scenario A-1 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

YOUNG LINK'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Mask: Regular Attack ×6	Monster Tooth ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for the Mask: Regular Attack ×4, then press Combo Attack	Piece of Darknut Armor ×1, Monster Tooth ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Mask: Regular Attack ×7	Moblin Flank ×1, Monster Tooth ×1	1000
Kokiri Sword IV	New Combo Attack for Hylian Sword: Regular Attack ×5, then press Combo Attack	Stalmaster Wrist Bone ×1, Monster Tooth ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Moblin Flank ×1, Monster Tooth ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Stalmaster Wrist Bone ×1, Monster Tooth ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Ganon's Fang ×1, Ganon's Mane ×2, Dinolfos Arm Guard ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Dinolfos Fang ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Ganondorf's Gauntlet ×1, Gohma's Acid ×1, Dinolfos Fang ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Ganondorf's Jewel ×1, Gohma's Acid ×2, Dinolfos Arm Guard ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Dinolfos Fang ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Ganondorf's Gauntlet ×1, Gohma's Acid ×1, Dinolfos Fang ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Ganondorf's Jewel ×1, Gohma's Acid ×2, Dinolfos Arm Guard ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Dinolfos Fang ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Ganondorf's Gauntlet ×1, Gohma's Acid ×1, Dinolfos Fang ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Ganondorf's Jewel ×1, Gohma's Acid ×2, Dinolfos Arm Guard ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Dinolfos Fang ×1, Monster Tooth ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Ganondorf's Jewel ×1, Gohma's Acid ×2, Dinolfos Arm Guard ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Old Rag ×1	100
Empty Bottle II (Unlocks Navru's Love I)	Allows a warrior to use a potion twice per battle.	Stalmaster Wrist Bone ×1, Old Rag ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Gohma's Lens ×1, Ganondorf's Gauntlet ×2, Dinolfos Arm Guard ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Dinolfos Fang ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Ganondorf's Gauntlet ×1, Gohma's Acid ×1, Dinolfos Fang ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Gohma's Lens ×1, Ganondorf's Gauntlet ×2, Dinolfos Arm Guard ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Dinolfos Fang ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Ganondorf's Gauntlet ×1, Gohma's Acid ×1, Dinolfos Fang ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Gohma's Lens ×1, Ganondorf's Gauntlet ×2, Dinolfos Arm Guard ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Dinolfos Fang ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Ganondorf's Gauntlet ×1, Gohma's Acid ×1, Dinolfos Fang ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Gohma's Lens ×1, Ganondorf's Gauntlet ×2, Dinolfos Arm Guard ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Dinolfos Fang ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Ganondorf's Gauntlet ×1, Gohma's Acid ×1, Dinolfos Fang ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Gohma's Lens ×1, Ganondorf's Gauntlet ×2, Dinolfos Arm Guard ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Dinolfos Fang ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Ganondorf's Gauntlet ×1, Gohma's Acid ×1, Dinolfos Fang ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Gohma's Lens ×1, Ganondorf's Gauntlet ×2, Dinolfos Arm Guard ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Dinolfos Fang ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Ganondorf's Gauntlet ×1, Gohma's Acid ×1, Dinolfos Fang ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Gohma's Lens ×1, Ganondorf's Gauntlet ×2, Dinolfos Arm Guard ×2	5000
Navru's Love I	Nullifies knock-back on the first hit taken from enemies.	Dinolfos Fang ×3	1000
Navru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Ganondorf's Gauntlet ×1, Gohma's Acid ×1, Dinolfos Fang ×3	3000
Navru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Gohma's Lens ×1, Ganondorf's Gauntlet ×2, Dinolfos Arm Guard ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Metal Plate ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Ganondorf's Gauntlet ×1, Gohma's Acid ×1, Dinolfos Fang ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Ganon's Fang ×1, Ganon's Mane ×2, Dinolfos Arm Guard ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Dinolfos Fang ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Ganondorf's Jewel ×1, Ganondorf's Gauntlet ×2, Dinolfos Arm Guard ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Dinolfos Fang ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Ganondorf's Jewel ×1, Ganondorf's Gauntlet ×2, Dinolfos Arm Guard ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Dinolfos Fang ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Ganondorf's Jewel ×1, Ganondorf's Gauntlet ×2, Dinolfos Arm Guard ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Dinolfos Fang ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Ganondorf's Jewel ×1, Ganondorf's Gauntlet ×2, Dinolfos Arm Guard ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Dinolfos Fang ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Ganondorf's Jewel ×1, Ganondorf's Gauntlet ×2, Dinolfos Arm Guard ×2	2000

YOUNG LINK'S COSTUMES

Name	Location
Standard Outfit	This is Young Link's starting costume.
Standard Outfit (Great Sea)	G-9 in the Great Sea Map; need to use Item Card.

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Tingle

Who is this man? Is it really a man? Tingle says that he's actually a fairy, but he doesn't necessarily look much like a fairy. Are there 35-year-old fairies? Is Tingle one of them?

Despite Tingle's unorthodox fashion choices, he has a pure and innocent heart. He genuinely seeks to help his father by selling maps he made while floating around Termina by Balloon. Armed with this Balloon—and an endless supply of tricks—Tingle is a surprisingly competent addition to any group of Warriors.

How to unlock

You can find this Warrior in Scenario A-12 in the Adventure Map. You must first use an Item Card in the Search Screen to locate him, and then complete the Scenario to unlock him.

TINGLE'S WEAPONS

BALLOON

Who knew an innocent Balloon could become a weapon of mass destruction? Apparently, Tingle knew! The would-be fairy's Regular Attack combo likely won't wow you, but start tacking on a few taps of the Combo Attack button, and you'll start to discover Tingle's true power. Just try the Regular-Regular-Combo-Combo-Combo Attack to send Tingle flying all around on his balloon, dealing massive damage to everything nearby. This is a great combo for keep-capturing efforts. Another good one is Regular-Regular-Regular-Regular-Combo Attack: this one has Tingle flying up high and then tossing bombs down in all directions, blasting everything beneath him. And if Tingle ever finds himself in a tight spot, he can perform a quick escape—just tap the Combo Attack button to hop out of harm's way, then consider following up with some unexpected combos!

Rosy Balloon

This is Tingle's starting weapon.

Love-Filled Balloon

You can find this weapon in Scenario B-5 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Mr. Fairy Balloon

You can find this weapon in Scenario A-6 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Mr. Fairy Balloon +

You can find this weapon in Scenario A-7 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

TINGLE'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Balloon: Regular Attack ×1, then Combo Attack ×3	Metal Plate ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	ew Combo Attack for the Balloon: Regular Attack ×2, then Combo Attack ×3	Fiery Aeralfos Leather ×1, Metal Plate ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Balloon: Regular Attack ×3, then Combo Attack ×3	ReDead Bandage ×1, Metal Plate ×1	1000
Kokiri Sword IV	New Combo Attack for the Balloon: Regular Attack ×4, then press Combo Attack	Shield-Moblin Helmet ×1, Metal Plate ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	ReDead Bandage ×1, Metal Plate ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Shield-Moblin Helmet ×1, Metal Plate ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Holy Hylian Shield ×1, Hylian Captain, Gauntlet ×2, Icy Big Poe's Talisman ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Essence of Icy Big Poe ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Essence of Icy Big Poe ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Link's Scarf ×1, Manhandla's Toxic Dust ×2, Icy Big Poe's Talisman ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Essence of Icy Big Poe ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Essence of Icy Big Poe ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Link's Scarf ×1, Manhandla's Toxic Dust ×2, Icy Big Poe's Talisman ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Essence of Icy Big Poe ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Essence of Icy Big Poe ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Link's Scarf ×1, Manhandla's Toxic Dust ×2, Icy Big Poe's Talisman ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Shield-Moblin Helmet ×1, Metal Plate ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Link's Scarf ×1, Manhandla's Toxic Dust ×2, Icy Big Poe's Talisman ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Old Rag ×1	100
Empty Bottle II (Unlocks Navru's Love I)	Allows a warrior to use a potion twice per battle.	Shield-Moblin Helmet ×1, Old Rag ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Manhandla's Sapling ×1, Link's Boots ×2, Icy Big Poe's Talisman ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Essence of Icy Big Poe ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Essence of Icy Big Poe ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Manhandla's Sapling ×1, Link's Boots ×2, Icy Big Poe's Talisman ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Essence of Icy Big Poe ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Essence of Icy Big Poe ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Manhandla's Sapling ×1, Link's Boots ×2, Icy Big Poe's Talisman ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Essence of Icy Big Poe ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Essence of Icy Big Poe ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Manhandla's Sapling ×1, Link's Boots ×2, Icy Big Poe's Talisman ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Essence of Icy Big Poe ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Essence of Icy Big Poe ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Manhandla's Sapling ×1, Link's Boots ×2, Icy Big Poe's Talisman ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Essence of Icy Big Poe ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Essence of Icy Big Poe ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Manhandla's Sapling ×1, Link's Boots ×2, Icy Big Poe's Talisman ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Essence of Icy Big Poe ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Essence of Icy Big Poe ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Manhandla's Sapling ×1, Link's Boots ×2, Icy Big Poe's Talisman ×2	5000
Navru's Love I	Nullifies knock-back on the first hit taken from enemies.	Essence of Icy Big Poe ×3	1000
Navru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Essence of Icy Big Poe ×3	3000
Navru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Holy Hylian Shield ×1, Hylian Captain Gauntlet ×2, Icy Big Poe's Talisman ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Monster Tooth ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Link's Boots ×1, Manhandla's Toxic Dust ×1, Essence of Icy Big Poe ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Holy Hylian Shield ×1, Hylian Captain Gauntlet ×2, Icy Big Poe's Talisman ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Essence of Icy Big Poe ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Link's Scarf ×1, Link's Boots ×2, Icy Big Poe's Talisman ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Essence of Icy Big Poe ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Link's Scarf ×1, Link's Boots ×2, Icy Big Poe's Talisman ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Essence of Icy Big Poe ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Link's Scarf ×1, Link's Boots ×2, Icy Big Poe's Talisman ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Essence of Icy Big Poe ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Link's Scarf ×1, Link's Boots ×2, Icy Big Poe's Talisman ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Essence of Icy Big Poe ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Link's Scarf ×1, Link's Boots ×2, Icy Big Poe's Talisman ×2	2000

TINGLE'S COSTUMES

Name	Location
Standard Outfit	This is Tingle's starting costume.
Standard Outfit (Great Sea)	C-10 in the Great Sea Map; need to use Item Card.

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HYRULE WARRIORS LEGENDS

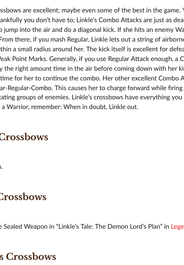
Warriors & Weapons
Linkle

Yoot! Linkle started as a "What if Link was female" concept, but quickly turned into her own adorable, deadly, hilarious character with personality that can even outshine our favorite silent protagonist. Her crossbows give her more natural range of attack that other Warriors and her Combo Attacks are truly devastating. Few Warriors in the game can be called true staples that you can always rely on to conquer anything, and Linkle definitely fits into that group.

How to unlock

Linkle is unlocked after completing "Sorceress in the Woods" in Legend Mode.

LINKLE'S WEAPONS



CROSSBOWS

The Regular Attacks on the crossbows are excellent; maybe even some of the best in the game. You can easily get by with just mashing Regular Attack, but thankfully you don't have to; Linkle's Combo Attacks are just as deadly. Hitting Regular-Regular-Regular-Combo forces Linkle to jump into the air and do a diagonal kick. If she hits an enemy Warrior, Captain or Giant Bosses, she bounces back into the air. From there, if you mash Regular, Linkle lets out a string of airborne attacks, followed by a drop kick that clears out enemies within a small radius around her. The kick itself is excellent for defeating Captains and Warriors, as well as depleting Giant Boss Weak Point Marks. Generally, if you use Regular Attack enough, a Captain or Warrior begins to block, but Linkle spends exactly the right amount time in the air before coming down with her kick that her enemies almost always drop their guard just in time for her to continue the combo. Her other excellent Combo Attack comes after hitting Regular-Regular-Regular-Regular-Regular-Combo. This causes her to charge forward while firing a volley of arrows at anything ahead of her, absolutely devastating groups of enemies. Linkle's crossbows have everything you need for any situation. If you're ever struggling to select a Warrior, remember: When in doubt, Linkle out.

Simple Crossbows

This is Linkle's Starting weapon.

Hylian Crossbows

You can find this weapon in the Sealed Weapon in "Linkle's Tale: The Demon Lord's Plan" in Legend Mode.

Legend's Crossbows

You can find this weapon in Scenario B-5 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Legend's Crossbows +

You can find this weapon in Scenario D-6 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

LINKLE'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Crossbows: Regular Attack ×6	Monster Tooth ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for the Crossbows: Regular Attack ×4, then press Combo Attack	Dinolfos Fang ×1, Monster Tooth ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Crossbows: Regular Attack ×7	Shield-Moblin Helmet ×1, Monster Tooth ×1	1000
Kokiri Sword IV	New Combo Attack for the Crossbows: Regular Attack ×5, then press Combo Attack	Goron Armor Breastplate ×1, Monster Tooth ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	ReDead Bandage ×1, Monster Tooth ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Shield-Moblin Helmet ×1, Monster Tooth ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Twili Midna's Robe ×1, Skull Kid's Hat ×2, Large Darknut Sword ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Piece of Darknut Armor ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Twili Midna's Hairpin ×1, Skull Kid's Hat ×1, Piece of Darknut Armor ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Twili Midna's Robe ×1, Skull Kid's Hat ×2, Large Darknut Sword ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Piece of Darknut Armor ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Twili Midna's Hairpin ×1, Skull Kid's Hat ×1, Piece of Darknut Armor ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Twili Midna's Robe ×1, Skull Kid's Hat ×2, Large Darknut Sword ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Piece of Darknut Armor ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Twili Midna's Hairpin ×1, Skull Kid's Hat ×1, Piece of Darknut Armor ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Twili Midna's Robe ×1, Skull Kid's Hat ×2, Large Darknut Sword ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Shield-Moblin Helmet ×1, Monster Tooth ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Twili Midna's Robe ×1, Skull Kid's Hat ×2, Large Darknut Sword ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Monster Tooth ×1	100
Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	Shield-Moblin Helmet ×1, Monster Tooth ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Majora's Mask ×1, Twili Midna's Hairpin ×2, Large Darknut Sword ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Piece of Darknut Armor ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Twili Midna's Hairpin ×1, Skull Kid's Hat ×1, Piece of Darknut Armor ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Majora's Mask ×1, Twili Midna's Hairpin ×2, Large Darknut Sword ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Piece of Darknut Armor ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Twili Midna's Hairpin ×1, Skull Kid's Hat ×1, Piece of Darknut Armor ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Majora's Mask ×1, Twili Midna's Hairpin ×2, Large Darknut Sword ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Piece of Darknut Armor ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Twili Midna's Hairpin ×1, Skull Kid's Hat ×1, Piece of Darknut Armor ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Majora's Mask ×1, Twili Midna's Hairpin ×2, Large Darknut Sword ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Piece of Darknut Armor ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Twili Midna's Hairpin ×1, Skull Kid's Hat ×1, Piece of Darknut Armor ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Majora's Mask ×1, Twili Midna's Hairpin ×2, Large Darknut Sword ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Piece of Darknut Armor ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Twili Midna's Hairpin ×1, Skull Kid's Hat ×1, Piece of Darknut Armor ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Majora's Mask ×1, Twili Midna's Hairpin ×2, Large Darknut Sword ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Piece of Darknut Armor ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Twili Midna's Hairpin ×1, Skull Kid's Hat ×1, Piece of Darknut Armor ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Majora's Mask ×1, Twili Midna's Hairpin ×2, Large Darknut Sword ×2	5000
Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Piece of Darknut Armor ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Twili Midna's Hairpin ×1, Skull Kid's Hat ×1, Piece of Darknut Armor ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Majora's Mask ×1, Twili Midna's Hairpin ×2, Large Darknut Sword ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Metal Plate ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Twili Midna's Hairpin ×1, Skull Kid's Hat ×1, Piece of Darknut Armor ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Twili Midna's Robe ×1, Twili Midna's Hairpin ×2, Large Darknut Sword ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Piece of Darknut Armor ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Twili Midna's Robe ×1, Twili Midna's Hairpin ×2, Large Darknut Sword ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Piece of Darknut Armor ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Twili Midna's Robe ×1, Twili Midna's Hairpin ×2, Large Darknut Sword ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Piece of Darknut Armor ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Twili Midna's Robe ×1, Twili Midna's Hairpin ×2, Large Darknut Sword ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Piece of Darknut Armor ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Twili Midna's Robe ×1, Twili Midna's Hairpin ×2, Large Darknut Sword ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Piece of Darknut Armor ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Twili Midna's Robe ×1, Twili Midna's Hairpin ×2, Large Darknut Sword ×2	2000

LINKLE'S COSTUMES

Name	Location
Standard Outfit	This is Linkle's starting outfit.
Standard Outfit (Great Sea)	F-3 in the Great Sea Map; need to use Item Card.

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Hyrule Warriors Legends

Warriors & Weapons

Skull Kid

In three days' time, the moon falls and destroys the land of Termina—at least, it will if the Skull Kid has any say in the matter! Skull Kid is a mischievous little imp who inherited fearsome powers after stealing Majora's Mask. Despite causing widespread destruction and chaos, he is actually very protective of his friends. Equipped with an ocarina, a trumpet, his fairy companions, Tatl and Tael, and of course the terrifying power of Majora's Mask itself, the Skull Kid is a serious threat to anyone around him.

How to unlock

You can find this Warrior in Scenario C-13 in the Adventure Map. You must first use an Item Card in the Search Screen to locate him, and then complete the Scenario to unlock him.

SKULL KID'S WEAPONS

OCARINA

Blowing tones on his stolen ocarina, the Skull Kid issues attack orders to his tiny-but-tough fairy companions, Tatl and Tael. Although it begins somewhat unimpressively, his Regular Attack combo evolves into a spinning barrage that damages everything around the mischievous little imp. Skull Kid's combos favor enemy knock-ups and promote lethal juggling techniques that can be extremely effective against stronger threats. His Special Attack and Regular-Regular-Regular-Regular-Regular-Combo Attack are go-to moves when seeking to capture keeps or obliterate enemy mobs.

With a tap of the Combo Attack button, the Skull Kid can also be made to toot on his trumpet and summon a twisted marionette that mixes it up with nearby threats. His marionettes don't last long, but there's enough time to summon multiple puppets by rapidly tapping the Combo Attack button. Send them against enemy Captains and Warriors to create openings for combos.

Fairy Ocarina

This is Skull Kid's starting weapon.

Lunar Ocarina

You can find this weapon in Scenario D-6 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Majora's Ocarina

You can find this weapon in Scenario D-5 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Majora's Ocarina +

You can find this weapon in Scenario B-6 of the Termina Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

SKULL KID'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Ocarina: Regular Attack ×6	Monster Horn ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for the Ocarina: Regular Attack ×4, then press Combo Attack	Dinolfos Fang ×1, Monster Horn ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Ocarina: Regular Attack ×7	Shield-Moblin Helmet ×1, Monster Horn ×1	1000
Kokiri Sword IV	New Combo Attack for the Ocarina: Regular Attack ×5, then press Combo Attack	Stalmaster Wrist Bone ×1, Monster Tooth ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Goron Armor Breastplate ×1, Monster Horn ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Stalmaster Wrist Bone ×1, Monster Horn ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Keaton Mask ×1, Linkle's Boots ×2, Big Blin Club ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Big Blin Hide ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Young Link's Belt ×1, Linkle's Boots ×1, Big Blin Hide ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Keaton Mask ×1, Linkle's Boots ×2, Big Blin Club ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Big Blin Hide ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Young Link's Belt ×1, Linkle's Boots ×1, Big Blin Hide ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Keaton Mask ×1, Linkle's Boots ×2, Big Blin Club ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Big Blin Hide ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Young Link's Belt ×1, Linkle's Boots ×1, Big Blin Hide ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Keaton Mask ×1, Linkle's Boots ×2, Big Blin Club ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Piece of Darkrut Armor ×1, Monster Horn ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Keaton Mask ×1, Linkle's Boots ×2, Big Blin Club ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Skull Kid's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Rock ×1	100
Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	Stalmaster Wrist Bone ×1, Rock ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Linkle's Compass ×1, Young Link's Belt ×2, Big Blin Club ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Big Blin Hide ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Young Link's Belt ×1, Linkle's Boots ×1, Big Blin Hide ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Linkle's Compass ×1, Young Link's Belt ×2, Big Blin Club ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Big Blin Hide ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Young Link's Belt ×1, Linkle's Boots ×1, Big Blin Hide ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Linkle's Compass ×1, Young Link's Belt ×2, Big Blin Club ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Big Blin Hide ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Young Link's Belt ×1, Linkle's Boots ×1, Big Blin Hide ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Linkle's Compass ×1, Young Link's Belt ×2, Big Blin Club ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Big Blin Hide ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Young Link's Belt ×1, Linkle's Boots ×1, Big Blin Hide ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Linkle's Compass ×1, Young Link's Belt ×2, Big Blin Club ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Big Blin Hide ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Young Link's Belt ×1, Linkle's Boots ×1, Big Blin Hide ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Linkle's Compass ×1, Young Link's Belt ×2, Big Blin Club ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Big Blin Hide ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Young Link's Belt ×1, Linkle's Boots ×1, Big Blin Hide ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Linkle's Compass ×1, Young Link's Belt ×2, Big Blin Club ×2	5000
Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Big Blin Hide ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Young Link's Belt ×1, Linkle's Boots ×1, Big Blin Hide ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Linkle's Compass ×1, Young Link's Belt ×2, Big Blin Club ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Metal Plate ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Young Link's Belt ×1, Linkle's Boots ×1, Big Blin Hide ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Keaton Mask ×1, Young Link's Belt ×2, Big Blin Club ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Big Blin Hide ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Keaton Mask ×1, Young Link's Belt ×2, Big Blin Club ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Big Blin Hide ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Keaton Mask ×1, Young Link's Belt ×2, Big Blin Club ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Big Blin Hide ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Keaton Mask ×1, Young Link's Belt ×2, Big Blin Club ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Big Blin Hide ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Keaton Mask ×1, Young Link's Belt ×2, Big Blin Club ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Big Blin Hide ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Keaton Mask ×1, Young Link's Belt ×2, Big Blin Club ×2	2000

SKULL KID'S COSTUMES

Name	Location
Standard Outfit	This is Skull Kid's starting costume.
Standard Outfit (Great Sea)	G-13 in the Great Sea Map; need to use Item Card.

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Hyrule Warriors Legends

Warriors & Weapons

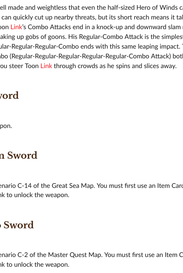
Toon Link

With portals open to other dimensions, another Link slipped through—the legendary Hero of Winds from the Era of the Great Sea. While trying to save his kidnapped sister, Toon Link challenged the ruler of evil. Helped by a red boat called the King of Red Lions and a wily pirate crew, and controlling the very wind itself, Toon Link traveled far and wide across the Great Sea. Quick on his feet and light in the air, Toon Link excels at speedy combos with his Light Sword and his trusty Deku Leaf. He may be small, but he packs a punch!

How to unlock

You can find this Warrior in Scenario G-9 in the Adventure Map. You must first use an Item Card in the Search Screen to locate him, and then complete the Scenario to unlock him.

TOON LINK'S WEAPONS



LIGHT SWORD

Toon Link's Light Sword is so well made and weightless that even the half-sized Hero of Winds can wield it with ease. Fast and fluid, his Regular Attack combo can quickly cut up nearby threats, but its short reach means it takes a while to chop through groups. Fortunately, many of Toon Link's Combo Attacks end in a knock-up and downward slam maneuver that's great for juggling larger enemies and breaking up gobs of goons. His Regular-Combo Attack is the simplest example of this knock-up and slam, but even his Regular-Regular-Regular-Regular-Combo ends with this same leaping impact. The young hero's Special Attack and most advanced combo (Regular-Regular-Regular-Regular-Regular-Combo Attack) both feature a furious spin attack that can be controlled, letting you steer Toon Link through crowds as he spins and slices away.

Light Sword

This is Toon Link's starting weapon.

Phantom Sword

You can find this weapon in Scenario C-14 of the Great Sea Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Lokomo Sword

You can find this weapon in Scenario C-2 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Lokomo Sword +

You can find this weapon in Scenario F-6 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

TOON LINK'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Light Sword: Regular Attack ×6	Monster Horn ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for the Light Sword: Regular Attack ×4, then press Combo Attack	Dinolfos Fang ×1, Monster Horn ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Light Sword: Regular Attack ×7	Shield-Moblin Helmet ×1, Monster Horn ×1	1000
Kokiri Sword IV	New Combo Attack for the Light Sword: Regular Attack ×5, then press Combo Attack	Goron Armor Breastplate ×1, Monster Horn ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Goron Armor Breastplate ×1, Monster Horn ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	ReDead Bandage ×1, Monster Horn ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Tingle's Watch ×1, Phantom Ganon's Cape ×2, Stone Blin Helmet ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Stone Blin Buckler ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Tingle's Map ×1, Phantom Ganon's Cape ×1, Stone Blin Buckler ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Tingle's Watch ×1, Phantom Ganon's Cape ×2, Stone Blin Helmet ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Stone Blin Buckler ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Tingle's Map ×1, Phantom Ganon's Cape ×1, Stone Blin Buckler ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Tingle's Watch ×1, Phantom Ganon's Cape ×2, Stone Blin Helmet ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Stone Blin Buckler ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Tingle's Map ×1, Phantom Ganon's Cape ×1, Stone Blin Buckler ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Tingle's Watch ×1, Phantom Ganon's Cape ×2, Stone Blin Helmet ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Stalmaster's Wrist Bone ×1, Monster Horn ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Tingle's Watch ×1, Phantom Ganon's Cape ×2, Stone Blin Helmet ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Monster Horn ×1	100
Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	ReDead Bandage ×1, Monster Horn ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Phantom Ganon's Sword ×1, Tingle's Map ×2, Stone Blin Helmet ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Stone Blin Buckler ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Tingle's Map ×1, Phantom Ganon's Cape ×1, Stone Blin Buckler ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Phantom Ganon's Sword ×1, Tingle's Map ×2, Stone Blin Helmet ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Stone Blin Buckler ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Tingle's Map ×1, Phantom Ganon's Cape ×1, Stone Blin Buckler ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Phantom Ganon's Sword ×1, Tingle's Map ×2, Stone Blin Helmet ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Stone Blin Buckler ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Tingle's Map ×1, Phantom Ganon's Cape ×1, Stone Blin Buckler ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Phantom Ganon's Sword ×1, Tingle's Map ×2, Stone Blin Helmet ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Stone Blin Buckler ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Tingle's Map ×1, Phantom Ganon's Cape ×1, Stone Blin Buckler ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Phantom Ganon's Sword ×1, Tingle's Map ×2, Stone Blin Helmet ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Stone Blin Buckler ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Tingle's Map ×1, Phantom Ganon's Cape ×1, Stone Blin Buckler ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Phantom Ganon's Sword ×1, Tingle's Map ×2, Stone Blin Helmet ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Stone Blin Buckler ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Tingle's Map ×1, Phantom Ganon's Cape ×1, Stone Blin Buckler ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Phantom Ganon's Sword ×1, Tingle's Map ×2, Stone Blin Helmet ×2	5000
Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Stone Blin Buckler ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Tingle's Map ×1, Phantom Ganon's Cape ×1, Stone Blin Buckler ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Phantom Ganon's Sword ×1, Tingle's Map ×2, Stone Blin Helmet ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Monster Tooth ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Tingle's Map ×1, Phantom Ganon's Cape ×1, Stone Blin Buckler ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Tingle's Watch ×1, Tingle's Map ×2, Stone Blin Helmet ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Stone Blin Buckler ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Tingle's Watch ×1, Tingle's Map ×2, Stone Blin Helmet ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Stone Blin Buckler ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Tingle's Watch ×1, Tingle's Map ×2, Stone Blin Helmet ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Stone Blin Buckler ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Tingle's Watch ×1, Tingle's Map ×2, Stone Blin Helmet ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Stone Blin Buckler ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Tingle's Watch ×1, Tingle's Map ×2, Stone Blin Helmet ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Stone Blin Buckler ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Tingle's Watch ×1, Tingle's Map ×2, Stone Blin Helmet ×2	2000

TOON LINK'S COSTUMES

Name	Location
Standard Outfit	This is Toon Link's starting costume.
Standard Outfit (Great Sea)	G-4 in the Great Sea Map; need to use Item Card.

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Hyrule Warriors Legends

Warriors & Weapons

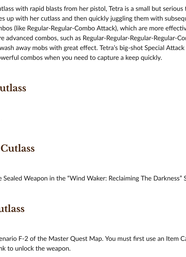
Tetra

When a portal to the Era of the Great Sea abruptly opened, the captain of the terrors of the sea hurried through and joined in the legendary hero's fight against evil. Despite her relatively young age, Tetra is already an accomplished and fearsome pirate captain. She regularly leads a crew of six into—and out of—certain danger. Tetra carries a cutlass in one hand and a magic-infused pistol in the other, making her deadly when battled up close or when fought from afar. No one disrespects a pirate!

How to unlock

Tetra becomes available after you complete "The Wind Waker: A New Disturbance" in Legend Mode.

TETRA'S WEAPONS



CUTLASS

Blending swift swipes of her cutlass with rapid blasts from her pistol, Tetra is a small but serious threat on the battlefield. Her combos consist of knocking foes up with her cutlass and then quickly juggling them with subsequent pistol barrages. Tetra can also unleash swift spinning combos (like Regular-Regular-Combo Attack), which are more effective at cutting through monster mobs. The wily pirate girl's more advanced combos, such as Regular-Regular-Regular-Combo Attack, cause her to unleash torrents of water that wash away mobs with great effect. Tetra's big-shot Special Attack is perhaps her weakest asset, so look to unleash her more powerful combos when you need to capture a keep quickly.

Pirate Cutlass

This is Tetra's starting weapon.

Jeweled Cutlass

You can find this weapon in the Sealed Weapon in the "Wind Waker: Reclaiming The Darkness" Scenario in Legend Mode.

Regal Cutlass

You can find this weapon in Scenario F-2 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Regal Cutlass +

You can find this weapon in Scenario D-4 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

TETRA'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Cutlass: Regular Attack ×6	Monster Horn ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for the Cutlass: Regular Attack ×4, then press Combo Attack	Dinolfos Fang ×1, Monster Horn ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Cutlass: Regular Attack ×7	Shield-Moblin Helmet ×1, Monster Horn ×1	1000
Kokiri Sword IV	New Combo Attack for the Cutlass: Regular Attack ×5, then press Combo Attack	Goron Armor Breastplate ×1, Monster Horn ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Dinolfos Fang ×1, Monster Horn ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Goron Armor Breastplate ×1, Monster Horn ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	King Daphnes's Crown ×1, Helmaroc, Plume ×2, Big Blin Club ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Big Blin Hide ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	King Daphnes's Robe ×1, Helmaroc Plume ×1, Big Blin Hide ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	King Daphnes's Crown ×1, Helmaroc, Plume ×2, Big Blin Club ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Big Blin Hide ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	King Daphnes's Robe ×1, Helmaroc Plume ×1, Big Blin Hide ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	King Daphnes's Crown ×1, Helmaroc, Plume ×2, Big Blin Club ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Big Blin Hide ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	King Daphnes's Robe ×1, Helmaroc Plume ×1, Big Blin Hide ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	King Daphnes's Crown ×1, Helmaroc Plume ×2, Big Blin Club ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Hylian Captain Gauntlet ×1, Monster Horn ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	King Daphnes's Crown ×1, Helmaroc Plume ×2, Big Blin Club ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Monster Horn ×1	100
Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	Goron Armor Breastplate ×1, Monster Horn ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Helmaroc King's Mask ×1, King, Daphnes's Robe ×2, Big Blin Club ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Big Blin Hide ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	King Daphnes's Robe ×1, Helmaroc Plume ×1, Big Blin Hide ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Helmaroc King's Mask ×1, King, Daphnes's Robe ×2, Big Blin Club ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Big Blin Hide ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	King Daphnes's Robe ×1, Helmaroc Plume ×1, Big Blin Hide ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Helmaroc King's Mask ×1, King, Daphnes's Robe ×2, Big Blin Club ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Big Blin Hide ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	King Daphnes's Robe ×1, Helmaroc Plume ×1, Big Blin Hide ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Helmaroc King's Mask ×1, King, Daphnes's Robe ×2, Big Blin Club ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Big Blin Hide ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	King Daphnes's Robe ×1, Helmaroc Plume ×1, Big Blin Hide ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Helmaroc King's Mask ×1, King, Daphnes's Robe ×2, Big Blin Club ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Big Blin Hide ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	King Daphnes's Robe ×1, Helmaroc Plume ×1, Big Blin Hide ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Helmaroc King's Mask ×1, King, Daphnes's Robe ×2, Big Blin Club ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Big Blin Hide ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	King Daphnes's Robe ×1, Helmaroc Plume ×1, Big Blin Hide ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Helmaroc King's Mask ×1, King Daphnes's Robe ×2, Big Blin Club ×2	5000
Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Big Blin Hide ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	King Daphnes's Robe ×1, Helmaroc Plume ×1, Big Blin Hide ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Helmaroc King's Mask ×1, King Daphnes's Robe ×2, Big Blin Club ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Metal Plate ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	King Daphnes's Robe ×1, Helmaroc Plume ×1, Big Blin Hide ×3	1000
Farore's Wind III	Greatly speeds up the process of taking keeps.	King Daphnes's Crown ×1, King Daphnes's Robe ×2, Big Blin Club ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Big Blin Hide ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	King Daphnes's Crown ×1, King Daphnes's Robe ×2, Big Blin Club ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Big Blin Hide ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	King Daphnes's Crown ×1, King Daphnes's Robe ×2, Big Blin Club ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Big Blin Hide ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	King Daphnes's Crown ×1, King Daphnes's Robe ×2, Big Blin Club ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Big Blin Hide ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	King Daphnes's Crown ×1, King Daphnes's Robe ×2, Big Blin Club ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Big Blin Hide ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	King Daphnes's Crown ×1, King Daphnes's Robe ×2, Big Blin Club ×2	2000

TETRA'S COSTUMES

Name	Location
Standard Outfit	This is Tetra's starting costume.
Standard Outfit (Great Sea)	B-11 in the Great Sea Map; need to use Item Card.

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Hyrule Warriors Legends

Warriors & Weapons

King Daphnes

After a portal to the Era of the Great Sea suddenly opened, the King of Red Lions himself came through to aid the legendary hero in his cause. King Daphnes Nohansen Hyrule is an ancient land's final king, and is fated to watch his home fade into legend under the Great Sea. During Toon Link's adventure, King Daphnes helped while maintaining the guise of a red boat. Harking back to his time as that red boat, King Daphnes purges evil from this world with a powerful sail, and he even changes back into a boat during certain attacks.

How to unlock

King Daphnes becomes available after you complete The Wind Waker: Reclaiming the Darkness.

KING DAPHNES'S WEAPONS

SAIL

King Daphnes swings his sturdy Sail in wide, sweeping arcs, knocking all foes before him for a loop. Normally, his Regular Attack combo feels sluggish; press the Combo Attack button, however, to summon the wind's blessing and increase King Daphnes's attack speed. The effect is temporary, but also quite noticeable. Use it often to keep the King clobbering in top gear!

When it comes to his combos, King Daphnes has some pretty neat tricks. His Special Attack and Regular-Regular-Regular-Regular-Regular-Combo Attack transform him into the King of Red Lions and send him crashing into frontal foes with huge impact. Set up these powerful boat attacks to devastate even the toughest enemy groups.

Windfall Sail

This is King Daphnes's starting weapon.

Swift Sail

You can find this weapon in the Sealed Weapon in "Wind Waker: Watchers of the Triforce" in Legend Mode.

Sail of Red Lions

You can find this weapon in Scenario H-3 of the Master Quest Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

Sail of Red Lions +

You can find this weapon in Scenario F-5 of the Twilight Map. You must first use an Item Card in the Search Screen to locate it, and then get an A-Rank to unlock the weapon.

KING DAPHNES'S BADGES

ATTACK BADGES

Name	Description	Materials Required	Cost
Kokiri Sword I (Unlocks Din's Fire I)	New Combo Attack for the Sail: Regular Attack ×6	Metal Plate ×1	100
Kokiri Sword II (Unlocks Stamina Fruit I)	New Combo Attack for the Sail: Regular Attack ×4, then press Combo Attack	Dinolfos Fang ×1, Metal Plate ×1	500
Kokiri Sword III (Unlocks Digging Mitts I)	New Combo Attack for the Sail: Regular Attack ×7	Shield-Moblin Helmet ×1, Metal Plate ×1	1000
Kokiri Sword IV	New Combo Attack for the Rapier: Regular Attack ×5, then press Combo Attack	Goron Armor Breastplate ×1, Metal Plate ×1	3000
Din's Fire I (Unlocks Hover Boots I)	Makes the Special Attack gauge fill slightly faster.	Lizalfos Scale ×1, Metal Plate ×1	500
Din's Fire II (Unlocks Fierce Deity's Mask I)	Makes Special Attack gauge fill moderately faster.	Fiery Aeralfos Leather ×1, Metal Plate ×1	1000
Din's Fire III	Makes the Special Attack gauge fill a lot faster.	Tetra's Bandana ×1, Pirate's Charm ×2, Stone Blin Helmet ×2	3000
Stamina Fruit I	Makes the Weak Point gauge diminish slightly quicker.	Stone Blin Buckler ×1	500
Stamina Fruit II	Makes the Weak Point gauge diminish moderately quicker.	Tetra's Sandals ×1, Pirate's Charm ×1, Stone Blin Buckler ×3	1000
Stamina Fruit III	Makes the Weak Point gauge diminish a lot quicker.	Tetra's Bandana ×1, Pirate's Charm ×2, Stone Blin Helmet ×2	3000
Hover Boots I	Slightly lengthens the duration of Focus Spirit.	Stone Blin Buckler ×2	500
Hover Boots II	Moderately lengthens the duration of Focus Spirit.	Tetra's Sandals ×1, Pirate's Charm ×1, Stone Blin Buckler ×3	1000
Hover Boots III	Greatly lengthens the duration of Focus Spirit.	Tetra's Bandana ×1, Pirate's Charm ×2, Stone Blin Helmet ×2	3000
Digging Mitts I	Allows the warrior to inflict minor damage to enemies with their guard up.	Stone Blin Buckler ×3	2000
Digging Mitts II	Allows the warrior to inflict moderate damage to enemies with their guard up.	Tetra's Sandals ×1, Pirate's Charm ×1, Stone Blin Buckler ×3	3000
Digging Mitts III	Allows the warrior to inflict heavy damage to enemies with their guard up.	Tetra's Bandana ×1, Pirate's Charm ×2, Stone Blin Helmet ×2	5000
Fierce Deity's Mask I	Gives the warrior a second Special Attack gauge.	Fiery Aeralfos Leather ×1, Metal Plate ×1	2000
Fierce Deity's Mask II	Gives the warrior a third Special Attack gauge.	Tetra's Bandana ×1, Pirate's Charm ×2, Stone Blin Helmet ×2	3000

DEFENSE BADGES

Name	Description	Materials Required	Cost
Empty Bottle I (Unlocks all other tier I badges in Link's Defense Badge tree)	Allows a warrior to use a potion once per battle.	Monster Horn ×1	100
Empty Bottle II (Unlocks Nayru's Love I)	Allows a warrior to use a potion twice per battle.	Fiery Aeralfos Leather ×1, Monster Horn ×1	1000
Empty Bottle III	Allows a warrior to use a potion three times per battle.	Island Outfit ×1, Tetra's Sandals ×2, Stone Blin Helmet ×2	3000
Hornet Larvae I	Slightly increases the healing effect from hearts picked up in battle.	Stone Blin Buckler ×1	500
Hornet Larvae II	Moderately increases the healing effect from hearts picked up in battle.	Tetra's Sandals ×1, Pirate's Charm ×1, Stone Blin Buckler ×3	1000
Hornet Larvae III	Greatly increases the healing effect from hearts picked up in battle.	Island Outfit ×1, Tetra's Sandals ×2, Stone Blin Helmet ×2	3000
Goron Tunic I	Slightly reduces damage taken on fire-element-recommended stages.	Stone Blin Buckler ×2	1000
Goron Tunic II	Moderately reduces damage taken on fire-element-recommended stages.	Tetra's Sandals ×1, Pirate's Charm ×1, Stone Blin Buckler ×3	3000
Goron Tunic III	Greatly reduces damage taken on fire-element-recommended stages.	Island Outfit ×1, Tetra's Sandals ×2, Stone Blin Helmet ×2	5000
Zora Tunic I	Slightly reduces damage taken on water-element-recommended stages.	Stone Blin Buckler ×2	1000
Zora Tunic II	Moderately reduces damage taken on water-element-recommended stages.	Tetra's Sandals ×1, Pirate's Charm ×1, Stone Blin Buckler ×3	3000
Zora Tunic III	Greatly reduces damage taken on water-element-recommended stages.	Island Outfit ×1, Tetra's Sandals ×2, Stone Blin Helmet ×2	5000
Magic Armor I	Slightly reduces damage taken on lightning-element-recommended stages.	Stone Blin Buckler ×2	1000
Magic Armor II	Moderately reduces damage taken on lightning-element-recommended stages.	Tetra's Sandals ×1, Pirate's Charm ×1, Stone Blin Buckler ×3	3000
Magic Armor III	Greatly reduces damage taken on lightning-element-recommended stages.	Island Outfit ×1, Tetra's Sandals ×2, Stone Blin Helmet ×2	5000
Sacred Shield I	Slightly reduces damages taken on light-element-recommended stages.	Stone Blin Buckler ×2	1000
Sacred Shield II	Moderately reduces damage taken on light-element-recommended stages.	Tetra's Sandals ×1, Pirate's Charm ×1, Stone Blin Buckler ×3	3000
Sacred Shield III	Greatly reduces damage taken on light-element-recommended stages.	Island Outfit ×1, Tetra's Sandals ×2, Stone Blin Helmet ×2	5000
Mirror Shield I	Slightly reduces damage taken on darkness-element-recommended stages.	Stone Blin Buckler ×2	1000
Mirror Shield II	Moderately reduces damage taken on darkness-element-recommended stages.	Tetra's Sandals ×1, Pirate's Charm ×1, Stone Blin Buckler ×3	3000
Mirror Shield III	Greatly reduces damage taken on darkness-element-recommended stages.	Island Outfit ×1, Tetra's Sandals ×2, Stone Blin Helmet ×2	5000
Naryu's Love I	Nullifies knock-back on the first hit taken from enemies.	Stone Blin Buckler ×3	1000
Nayru's Love II	Nullifies knock-back on the first two hits taken from enemies.	Tetra's Sandals ×1, Pirate's Charm ×1, Stone Blin Buckler ×3	3000
Nayru's Love III	Nullifies knock-back on the first three hits taken from enemies.	Island Outfit ×1, Tetra's Sandals ×2, Stone Blin Helmet ×2	5000

ASSIST BADGES

Name	Description	Materials Required	Cost
Farore's Wind I (Unlocks Goron's Bracelet I)	Slightly speeds up the process of taking keeps.	Monster Horn ×1	500
Farore's Wind II	Moderately speeds up the process of taking keeps.	Tetra's Sandals ×1, Pirate's Charm ×1, Stone Blin Buckler ×3	3000
Farore's Wind III	Greatly speeds up the process of taking keeps.	Tetra's Bandana ×1, Tetra's Sandals ×2, Stone Blin Helmet ×2	3000
Goron's Bracelet I (Unlocks Hawkeye I)	Slightly increases the duration of bomb power-ups.	Stone Blin Buckler ×2	1000
Goron's Bracelet II	Greatly increases the duration of bomb power-ups.	Tetra's Bandana ×1, Tetra's Sandals ×2, Stone Blin Helmet ×2	2000
Hawkeye I (Unlocks Beetle I)	Slightly increases the duration of bow and arrows power-ups.	Stone Blin Buckler ×2	1000
Hawkeye II	Greatly increases the duration of bow and arrows power-ups.	Tetra's Bandana ×1, Tetra's Sandals ×2, Stone Blin Helmet ×2	2000
Beetle I (Unlocks Whip I)	Slightly increases the duration of boomerang power-ups.	Stone Blin Buckler ×2	1000
Beetle II	Greatly increases the duration of boomerang power-ups.	Tetra's Bandana ×1, Tetra's Sandals ×2, Stone Blin Helmet ×2	2000
Whip I (Unlocks Bug Net I)	Slightly increases the duration of Hookshot power-ups.	Stone Blin Buckler ×2	1000
Whip II	Greatly increases the duration of Hookshot power-ups.	Tetra's Bandana ×1, Tetra's Sandals ×2, Stone Blin Helmet ×2	2000
Bug Net I	Slightly increases the duration of hammer power-ups.	Stone Blin Buckler ×2	1000
Bug Net II	Greatly increases the duration of hammer power-ups.	Tetra's Bandana ×1, Tetra's Sandals ×2, Stone Blin Helmet ×2	2000

KING DAPHNES'S COSTUMES

Name	Location
Standard Outfit	This is King Daphnes's starting costume.
Standard Outfit (Great Sea)	C-8 in the Great Sea Map; need to use Item Card.

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Warriors & Weapons

Weapon Skills

Here is a list of all the Weapon Skills you can find in the game and their descriptions.

BONUS SKILLS

Name	Description
Slots+	Increases chances of a many-slotted weapon drop.
Stars+	Increases chances of a high-star weapon drop.
Hearts+	Hearts drop more easily.
Rupees+	Increases number of Rupees fallen enemies drop.
Materials+	Makes it easier to get good materials.
EXP+	Increases experience points fallen enemies give.
Health+	Defeating enemies restores health.
Food+	Makes it easier to acquire Fairy Food.

ELEMENTAL ATTACK SKILLS

Name	Description
Fire+	Increases blast radius of exploding foes.
Water+	Increases duration of continuous damage effects.
Lightning+	Makes it easier to juggle enemies with air combos.
Light+	Increases duration of damage effects.
Darkness+	Damage effects occur against multiple enemies.

SPECIAL ATTACK SKILLS

Name	Description
Special+	Defeating enemies restores Special Attack gauge.

STRONG ATTACK SKILLS

Name	Description
Str. Attack I+	Increases Combo attack damage.
Str. Attack II+	Increases Regular-Combo attack damage.
Str. Attack III+	Increases Regular-Regular-Combo attack damage.
Str. Attack IV+	Increases Regular-Regular-Regular-Combo attack damage.
Str. Attack V+	Increases Regular-Regular-Regular-Regular-Combo attack damage.
Str. Attack VI+	Increases Regular-Regular-Regular-Regular-Regular-Combo attack damage.

ENEMY SPECIFIC ATTACK SKILLS

Name	Description
VS Legend	Increases attack damage against Link, Zelda, Ganondorf Toon Link, Young Link, and Linkle.
VS Time	Increases attack damage against Darunia, Ruto, and Sheik.
VS Twilight	Increases attack damage against Midna, Agitha, Twili Midna, and Zant.
VS Skyward	Increases attack damage against Impa, Fi, and Ghirahim.
VS Sorceress	Increases attack damage against Cia and Lana.
VS Beast	Increases attack damage against Manhandla, Gohma, Helmaroc King and The Imprisoned.
VS Dragon	Increases attack damage against King Dodongo, Argorok, Volga, Lizalfos, Dinolfos, Aeralfos, and Fiery Aeralfos.
VS Undead	Increases attack damage against Wizzro, Big Poe, Icy Big Poe, Gibdo, ReDead Knight, Darknut, and Stalmaster.
VS Soldier	Increases attack damage against Hylian Soldiers, Goron Soldiers, Bokoblins, Bulbins, Miniblins and Big Blin.
VS Ganon	Increases attack damage against Ganon and Phantom Ganon.
VS Sea	Increases attack damage against Toon Link, Tetra, and King Daphnes.
VS Termina	Increases attack damage against Young Link, Tingle, and Skull Kid.

ITEM ATTACK SKILLS

Name	Description
Bombs+	Defeating enemies powers up your bombs.
Arrows+	Defeating enemies powers up your bow and arrows.
Boomerang+	Defeating enemies powers up your boomerang.
Hookshot+	Defeating enemies powers up your Hookshot.
Hammer+	Defeating enemies powers up your hammer.

OTHER SKILLS

Name	Description
Compatriot	Deal more damage when you control more Keeps.
One-Hit Kill	Increases chance of one-hit-KO'ing weak enemies.
Sturdy Feet	Take more damage, but never get knocked back.
Regen	Take more damage, but regain health over time.
Defenseless	Cannot block, but attacks deal more damage.
No Healing	Healing is minimal, but attacks deal more damage.
Adversity	Deal more damage when health is low.
Exorcism	Increases base weapon strength by 400.
Sp. Attack+	Increases Special Attack damage.
Fin Blow+	Increases Weak Point Smash damage.
Reg. Attack+	Increases Regular Attack damage.
Heart-Strong	Increases attack damage while at maximum health.
Focus Spirit+	Increases damage during Focus Spirit.
Hasty Attacks	Regular and Combo Attacks become faster.

MASTER SWORD SPECIFIC SKILLS

Name	Description
Evil's Bane	Increases base weapon strength by 200.

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Hyrule Warriors Legends

Warriors & Weapons

Items

Items each serve a specific purpose. Most Items permanently stay in your possession after you've obtained them, but a few are limited to the Scenarios they are found in, or have limited uses during a battle. Here is a list of all eight Items and how to obtain them.

Bombs

Bombs are used to destroy boulders, cracked walls, and Beamos statues, and are the item used to reveal King Dodongo's Weak Point Smash. Picking up the Bombs power-up will transform the Bombs into one gigantic Bomb, which is excellent for clearing Keeps and large groups of enemies. This Item can be found in Scenario 1 of Legend Mode.

Bow

The Bow is used to defeat Deku Babas and is also the weakness of the Gohma. If you shoot an enemy with this Item, it will stun them momentarily. Picking up the power-up for the Bow will make it fire Light Arrows, which stun enemies for a longer time and split into multiple arrows to hit more enemies. You can find the Bow in Scenario 3 of Legend Mode.

Boomerang

The Boomerang is used to cut down Walls of Vines and is the item used to reveal the Manhandla's Weak Point Mark. It can also dizzy enemies, stunning them for even longer than the Bow. When you grab the Boomerang power-up, it temporarily turns the Boomerang into the Gale Boomerang, which creates small tornadoes on the field when you throw it. This Item can be found in Scenario 4 of Legend Mode.

Ocarina

Found inside the Deku Tree during the Legend Mode Scenario, "The Sorceress of the Woods," the Ocarina lets you warp your Warriors to special owl statues that appear on certain battlefields. Warping with the Ocarina helps you outmaneuver your enemies—a handy tactic for frantic battles. Simply use the Ocarina, and then choose an owl statue to warp to. Note that you can only warp to owl statues that have been activated. Some owl statues are activated from the start of a Scenario; others must be activated manually during the course of the Scenario by moving close to the owl statue and pressing the Regular Attack button.

Hookshot

The Hookshot is used to pull you to new heights on Scenarios with strange-looking plaques, which almost exclusively contain Gold Skulltulas. It is also the item needed to reveal the Argorok's Weak Point gauge. You can find the Hookshot in Scenario 6, Palace of Twilight.

Potion

The Potion is used to heal ten of your current Warrior's Hearts during a battle. You can purchase Badges from the Badge Market to increase the number of times you can use this Item and how much it heals you Warrior. This item is obtained during the tutorial at the beginning of the game.

Fairies

Fairies are used to dispel Barriers in Adventure Mode Scenarios. Barriers have one of several different elements and entering a Barrier before dispelling it means constant damage for your Warrior as long as you are standing inside it. To dispel a Barrier, you need a Fairy of the same element. Fairies are found only in Adventure Mode, as are Barriers.

Hammer

Acquired in Legend Mode at the start of the first Wind Waker Scenario, "A New Disturbance," the Hammer is a mighty item that helps you solve all sorts of puzzles. Its primary purpose is to pound down big switches—use the Hammer on switches to cause important changes in the environment. Hammering a switch can open doors, reveal secrets, and so on. The Hammer also has its uses in battle; swing it to slam the ground, stunning nearby foes and making them vulnerable. Find a Hammer Power-Up and the Hammer grows to giant proportions. Slam it down to create a giant shockwave that knocks down all nearby enemies.

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HYRULE WARRIORS LEGENDS

Great Sea Map
Overview

The Great Sea is a pretty big departure from the Adventure Map. It's smaller for starters, but you must also contend with headwinds that prevent you from moving forward without using a Wind Waker Item Card, and Great Sea Rules, which add a rule to the levels that house them, and that will limit you in some way or boost the enemies on that stage. You'll find all sorts of great Unlockables that make your trip here absolutely worth it, so without further delay, let's get started!

ITEM CARDS

There's a whole slew of new Item Cards that fit the Wind Waker motif. Some help you grab Unlockables, some reveal enemies, while others unlock more of the Great Sea to you and erase some nasty rules that up the challenge of certain levels. Read on to get a description of each of the Item Cards you'll find while conquering the Great Sea Map.

COMPASS

Use this while on the Search screen to identify where an Item Card can be used.

BOOMERANG

Use this to defeat Big Octos.

HYOI PEAR

Use this on seagulls to reveal hidden treasure.

POWER BRACELET

Use this on Stone Heads to reveal enemies.

WIND WAKER

USE THIS ON THE SEARCH SCREEN MAP TO STOP HEADWINDS.

HERO'S BOW

Use this to dispel tornadoes.

DEKU LEAF

Use this on windmills to reveal secret stairs.

HAMMER

Use this on switches to reveal hidden enemies.

CANNON

Use this to sink warships.

SALVAGE ARM

Use this on rings of light to reveal hidden treasure.

SEA CHART

Use this on sea spray to reveal enemies.

HOOKSHOT

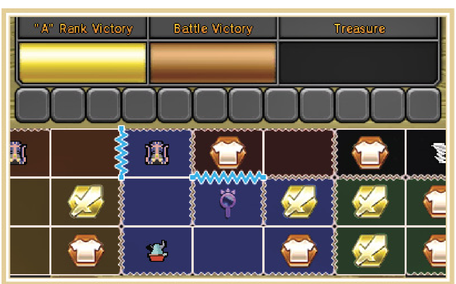
Use this on distant targets to pull yourself to them.

CHALLENGES OF THE GREAT SEA

The Great Sea Map is full of all sorts of dangers one would expect to find in the Great Sea (and some that you wouldn't).

HEADWINDS

While sailing the Great Sea, you'll often run into headwinds: strong winds that prevent you from moving forward on the map unless you use a Wind Waker Item Card.



GREAT SEA RULES

Some of the stages in the Great Sea Map have special rules on them. No Item Attacks and Double Damage are good examples of what you'll be up against when you reach Scenarios with rules. Great Sea Rules can make a battle a lot tougher than it would be without the rule, but there is an out: You can remove the rules with the use of Item Cards. Whenever you see a Big Octo, a warship, or a tornado on the map or in the Search Screen, it means that a Great Sea Rule is on that Scenario. If you remove any of those elements, the rule goes with it. Use a Boomerang on Big Octos, the Hero's Bow on tornadoes, and the Cannon on warships to remove Great Sea Rules.

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Hyrule Warriors Legends

Great Sea Map
A-1

HEADWINDS

There are headwinds on this square that prevent you from moving south. To remove them, use a Wind Waker Item Card on the Search Screen.

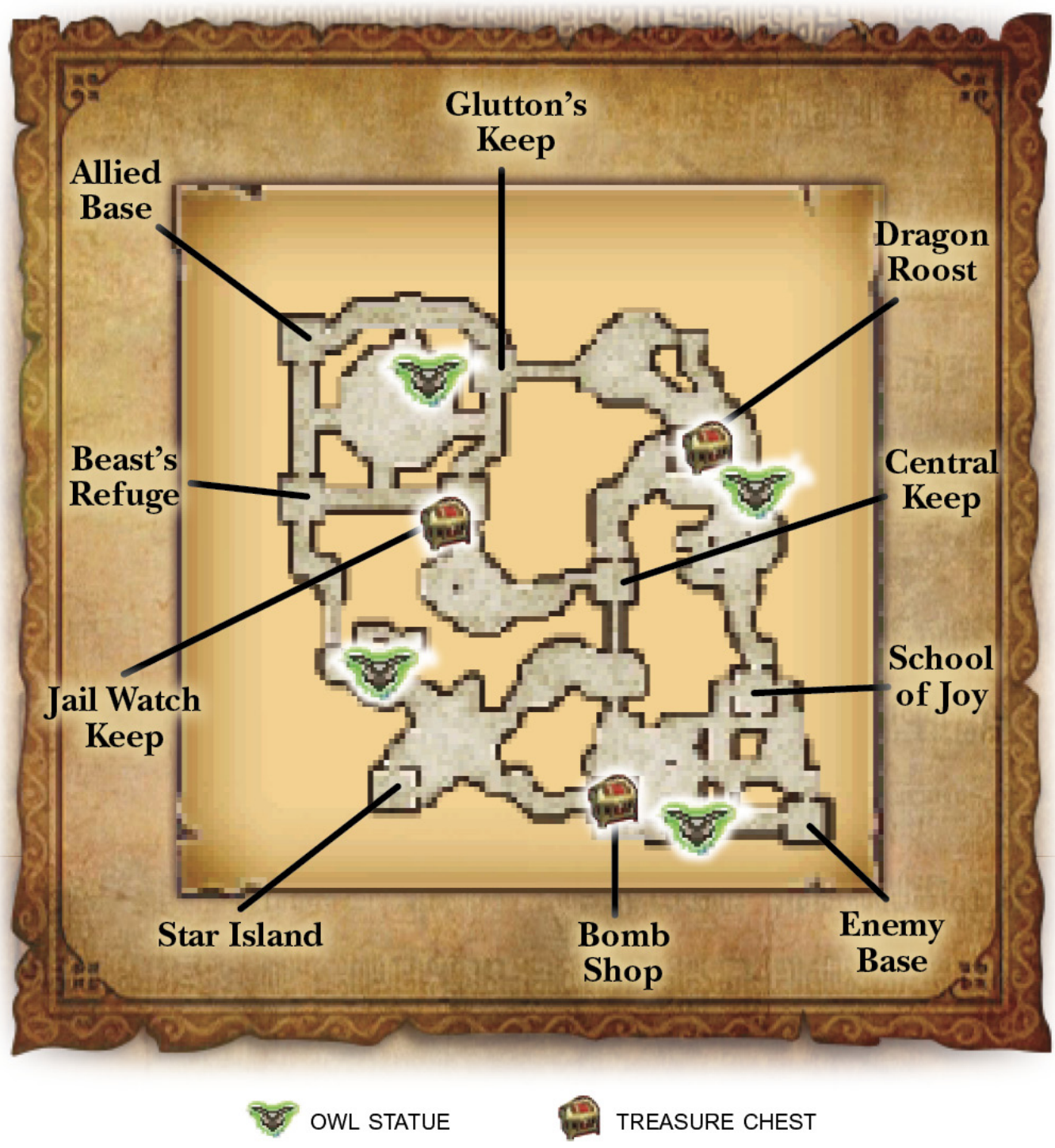
DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE DRAGON OF THE CAVERN!

Unlockables	
Boomerang	
Ganondorf – Heart Container (Treasure)	
Fairy	Fairy Food: Drink

Search Item
Hyoi Pear: Ganondorf's King of Evil Trident (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000 damage	



Victory Conditions	Defeat Conditions
Defeat Skull Kid	Linkle flees or the Allied Base falls

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in one of the Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stops converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat him to complete the mission.

DEFEAT THE ENEMY COMMANDER

You can find Skull Kid in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Bomb Shop Keep first, however.

DEFEAT KING DODONGO TO WIN

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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HYRULE WARRIORS LEGENDS

Great Sea Map
A-2

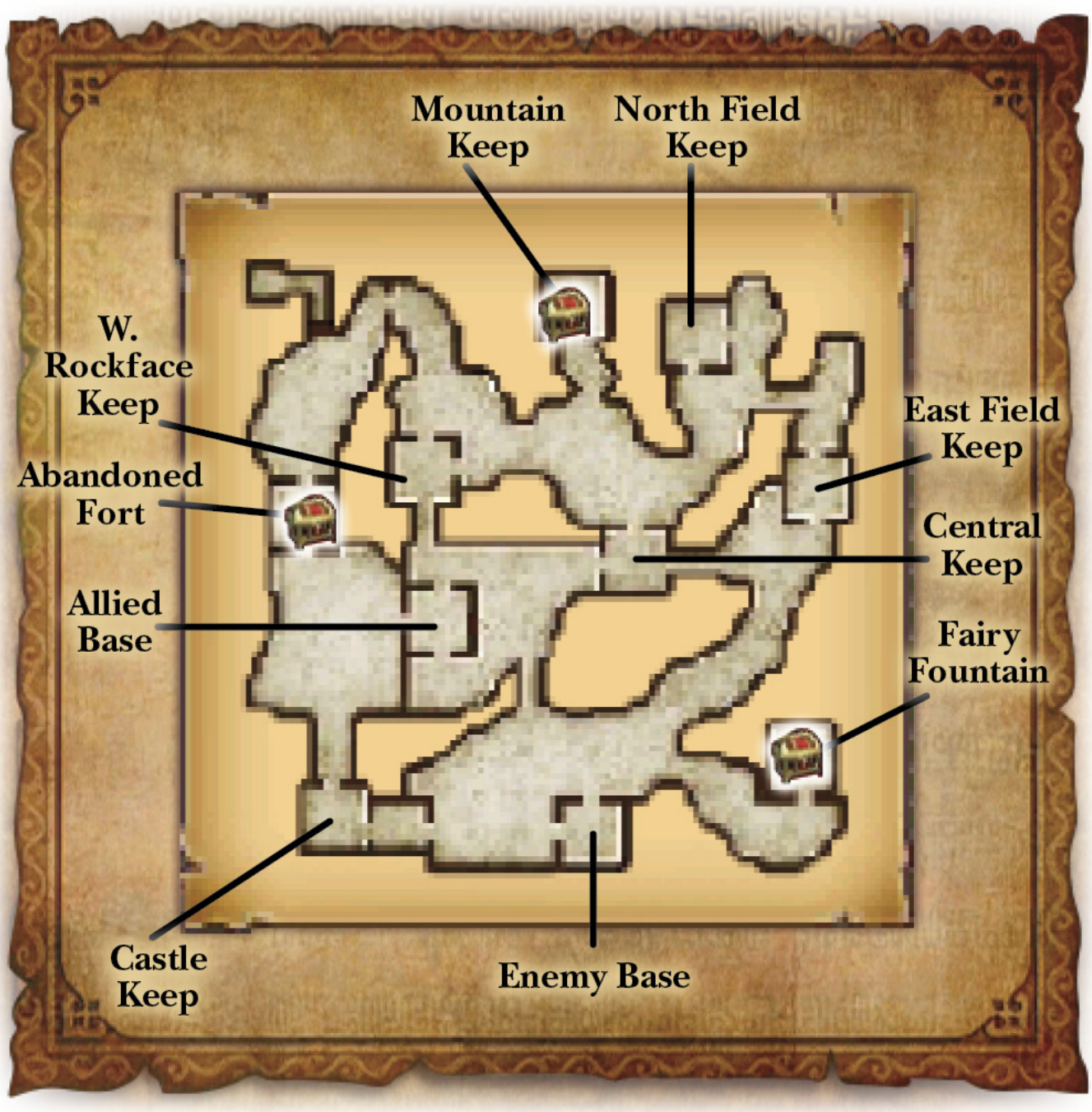
DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE BIRD OF THE FORTRESS!

Unlockables
Hammer
King Daphnes – Heart Container (Treasure)
King Daphnes – Piece of Heart (Treasure)
Fairy Clothing: Headwear (Treasure)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000 damage	



Victory Conditions	Defeat Conditions
Defeat Darunia	Tetra flees or the Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu in the northwest corner of the battlefield. After defeating it, immediately head to the Central Keep. The second Bombchu's destination is that Keep, so intercept it on its way there, or destroy it while it's in the Keep. The final Bombchu has a short trip from just below the Allied Base, so get to it as soon as possible.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

DEFEAT THE ENEMY COMMANDER

You can find Darunia in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Mountain Keep first, however.

DEFEAT HELMAROC KING TO WIN

Get right in front of the Helmaroc King and hold Guard. Keep dancing around in front of him until he tries to slam his beak into you. Step back, then counter-attack with a Hammer attack on his head while it's stuck in the ground to reveal his Weak Point Mark. Attack him to deplete the mark, then repeat this process to take him out.

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HYRULE WARRIORS LEGENDS

Great Sea Map
A-3

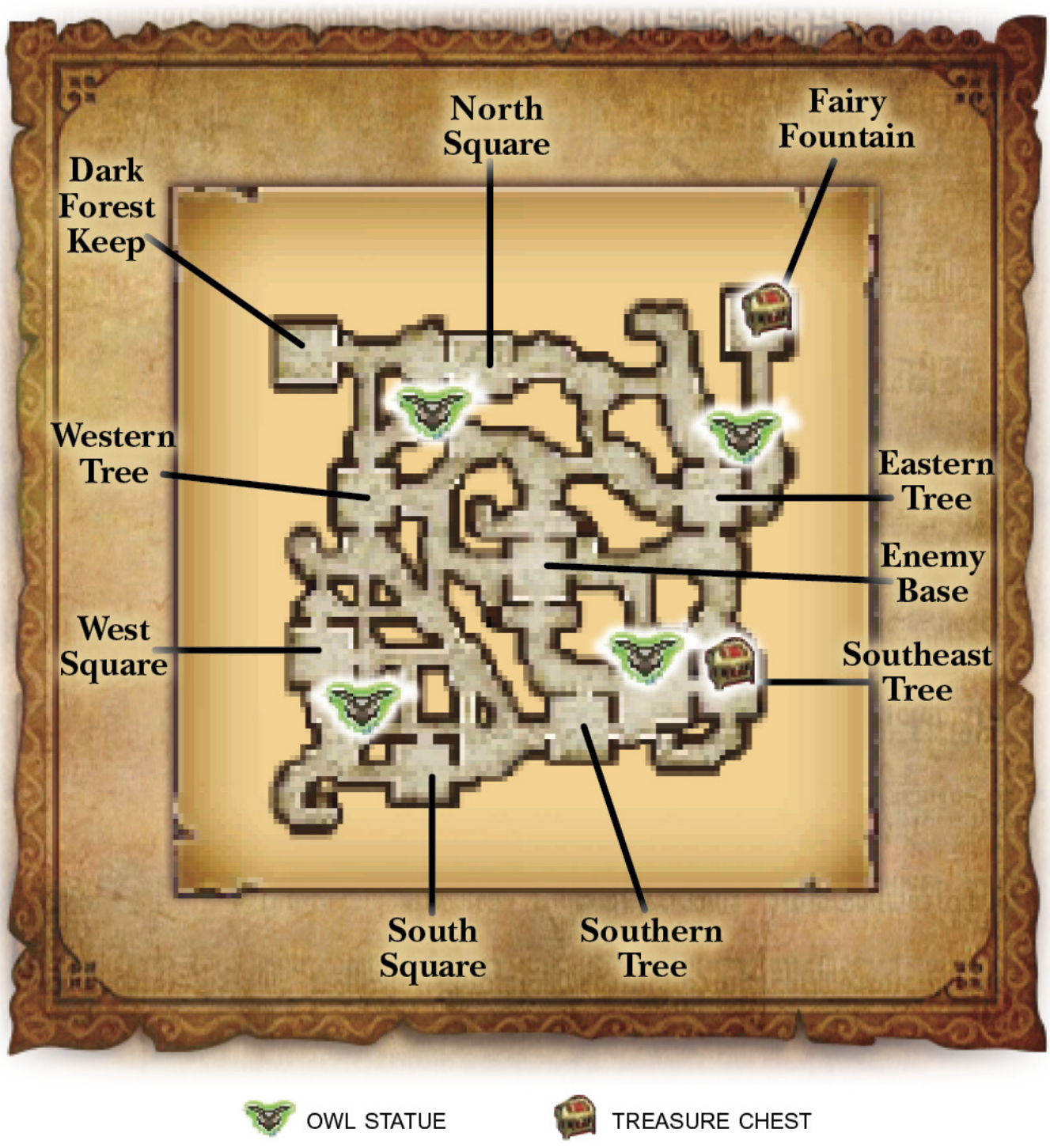
ADVENTURE BATTLE:

TRIUMPH OVER THE TRICKSTER GHOST GANG!

Unlockables
None

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000 damage	



Victory Conditions	Defeat Conditions
Defeat Darunia	Tetra flees or the Allied Base falls

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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HYRULE WARRIORS LEGENDS

Great Sea Map
A-4

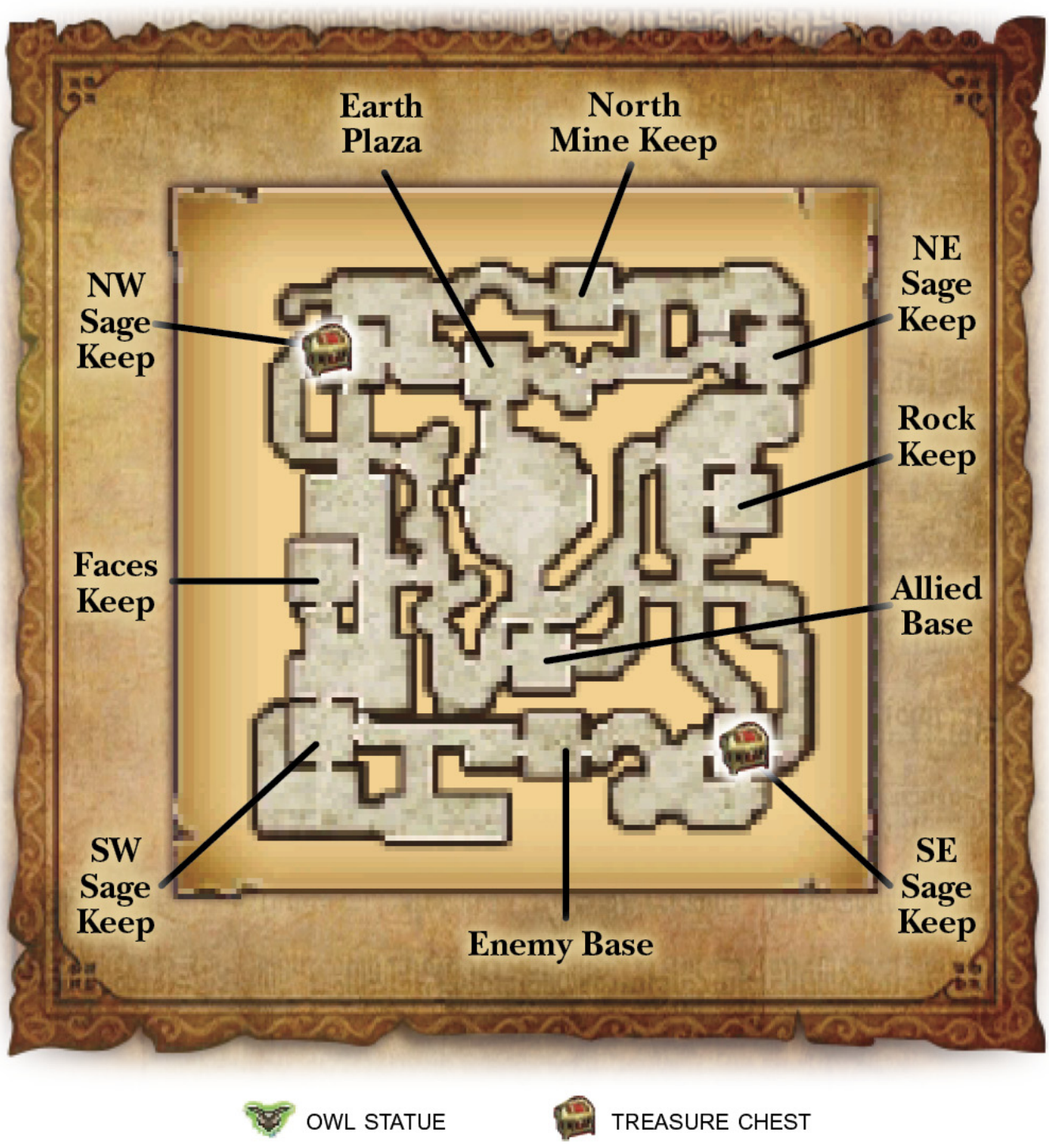
ADVENTURE BATTLE:

DEFEND THE ALLIED KEEPS!

Unlockables	
Power Bracelet	Lana – Heart Container (Treasure)
1,000 KO Skulltula	Second Gold Skulltula

Search Item
Deku Leaf: Lana's Guardian's Gate (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000 damage	



Victory Conditions	Defeat Conditions
Defeat Ghirahim	Cia flees or the Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu that's immediately north of your starting position, just outside of the NE Sage Keep. After defeating it, race to the Earth Plaza Keep. The second Bombchu starts out right next to that Keep, so you must destroy it while it's in that Keep. The final Bombchu appears right next to the Allied Base, so waste absolutely no time getting over there and destroying it.

Finally, begin sweeping the map for any Captains trying to capture your Keeps.

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HYRULE WARRIORS LEGENDS

Great Sea Map
A-5

ADVENTURE BATTLE:

DESTROY ENEMIES AND TRAITORS ALIKE!

Unlockables

Power Bracelet

Search Item

None

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000 damage	

Victory Conditions	Defeat Conditions
Defeat Cia	King Daphnes or the Allied Base falls

Great Sea Rule: Double Damage

Use a Cannon Item Card on the warship to remove this rule

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in the six Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stops converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keeps, a Turncoat Leader appears inside of it. Defeat all of them to complete the mission.

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Great Sea Map
A-6

DEFEAT ALL GIANT BOSSES IN TIME!

HEADWINDS

There are headwinds on this square that prevent you from moving east. To remove them, use a Wind Waker Item Card on the Search Screen.

Unlockables	
Boomerang	Tetra – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – Less than 4,000 damage

MISSION BRIEFING

Ghirahim turns traitorous almost immediately after the Scenario begins. If your Warrior is strong enough, feel free to take him out; otherwise, do your best to avoid him.

HELMAROC KING

Get right in front of the Helmaroc King and hold Guard. Keep dancing around in front of him until he tries to slam his beak into you. Step back, then counter-attack with a Hammer attack on his head while it's stuck in the ground to reveal his Weak Point Mark. Attack him to deplete the mark, then repeat this process to take him out.

PHANTOM GANON

There are two ways to reveal Phantom Ganon's Weak Point Mark: Wait until he throws a white ball of energy at you, then hit it back and volley until he gets hit by it; or get behind him and attack his back before, during, or after he attacks you with his swords. He has a plethora of attacks that are fast and cover a lot of distance, so be on your guard while fighting him and keep revealing that Weak Point Mark to bring him down.

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HYRULE WARRIORS LEGENDS

Great Sea Map
A-7

MISSING ENEMIES

You must use the Power Bracelet Item Card on the stone head in the Search Screen to make the enemies appear in this Scenario.

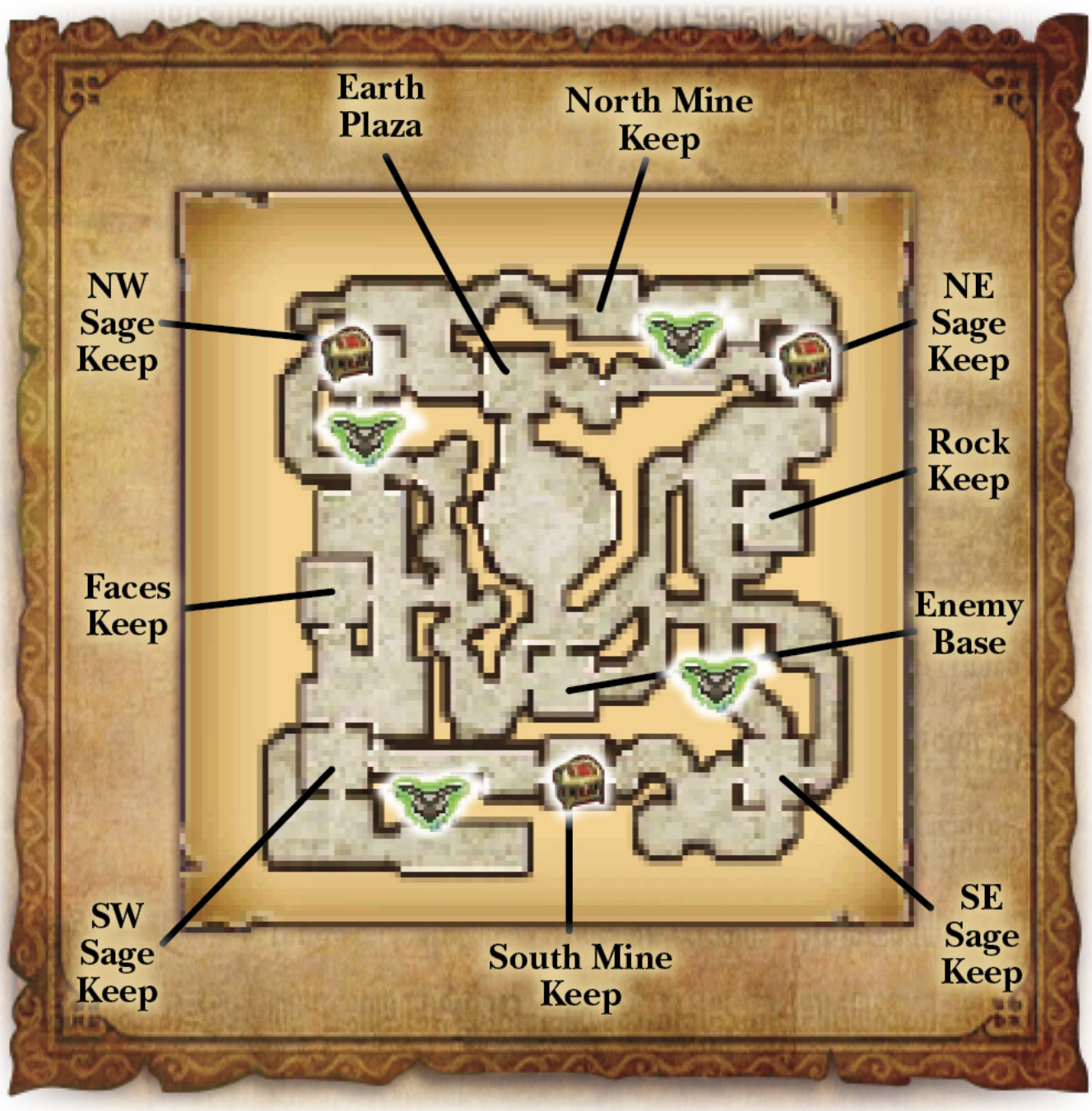
DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE BEAST OF THE TEMPLE!

Unlockables
Hookshot
Volga – Heart Container (Treasure)
Fairy Clothing: Make-Up (Treasure)

Search Item
Deku Leaf: Volga's Stonecleaver Claw (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000 damage	



Victory Conditions	Defeat Conditions
Defeat Lana	Cia flees

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. In order to stop the morale boosts altogether, you must defeat all of the Warriors and Captains marked on your map.

DEFEAT THE ENEMY COMMANDER

You can find Lana in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the NW Sage Keep first, however.

DEFEAT THE IMPRISONED TO WIN

To defeat The Imprisoned, destroy its toes. Watch out for the shock waves it creates when it steps. Alternate between feet whenever The Imprisoned is walking. Once you destroy all of its toes, it falls over and its Weak Point Mark appears. Repeat this and perform a handful of Weak Point Smashes to win.

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Great Sea Map
A-8

DEFEAT 300 ENEMIES IN TIME!

Unlockables

Hyoi Pear

Search Item

Salvage Arm: Costume – Cia's Standard Outfit (Great Sea)

A-Rank

TIME – 7 minutes or less

DAMAGE – Less than 4,000 damage

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Great Sea Map

A-9

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables	
Compass	Ruto – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 15 minutes or less	DAMAGE – Less than 4,000 damage

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Great Sea Map

A-10

DEFEAT 400 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables

Hyoi Pear

Search Item

Hyoi Pear: Costume – Impa's Standard Outfit (Great Sea)

A-Rank

TIME – 7 minutes or less	DAMAGE – Less than 4,000 damage

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HYRULE WARRIORS LEGENDS

Great Sea Map
A-11

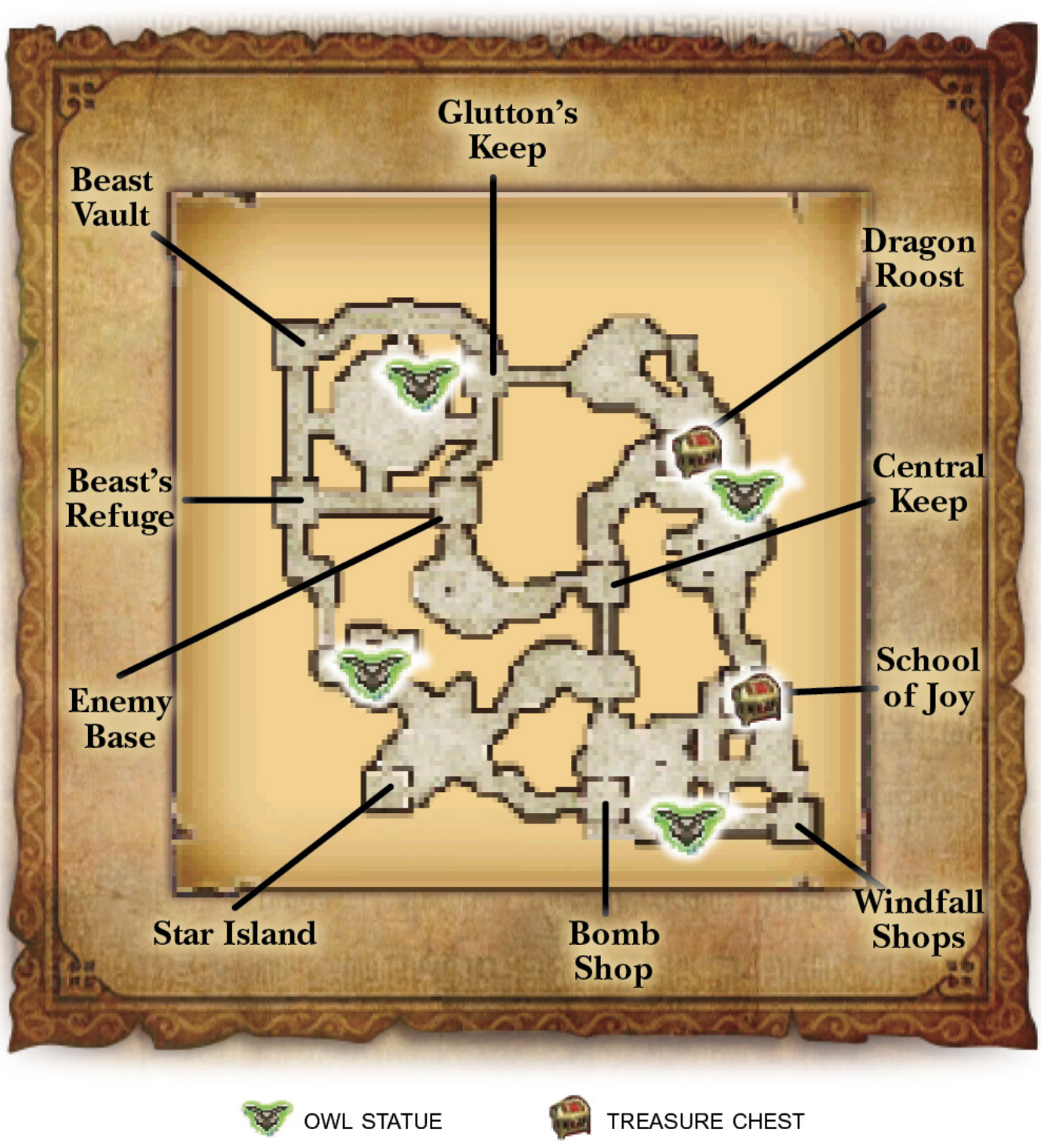
ADVENTURE BATTLE:

GET TO THOSE TROOPS BEFORE THE OTHERS DO!

Unlockables
Salvage Arm
Agitha – Heart Container (Treasure)
1,000 KO Gold Skulltula
Second Gold Skulltula

Search Item
Hyoi Pear: Agitha's Luna Parasol (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000 damage	



Victory Conditions	Defeat Conditions
Defeat Volga	Tetra flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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Great Sea Map
A-12

DEFEAT 400 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables

Hyoi Pear

Search Item

Salvage Arm: Costume – Link's Standard Outfit (Great Sea)

A-Rank

TIME – 7 minutes or less

DAMAGE – Less than 4,000 damage

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Great Sea Map
A-13

WIN THE KO COMPETITION!

Unlockables
Hyoi Pear

Search Item
Hyoi Pear: Costume – Zelda's Standard Outfit (Great Sea)

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – Less than 4,000 damage

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HYRULE WARRIORS LEGENDS

Great Sea Map
A-14

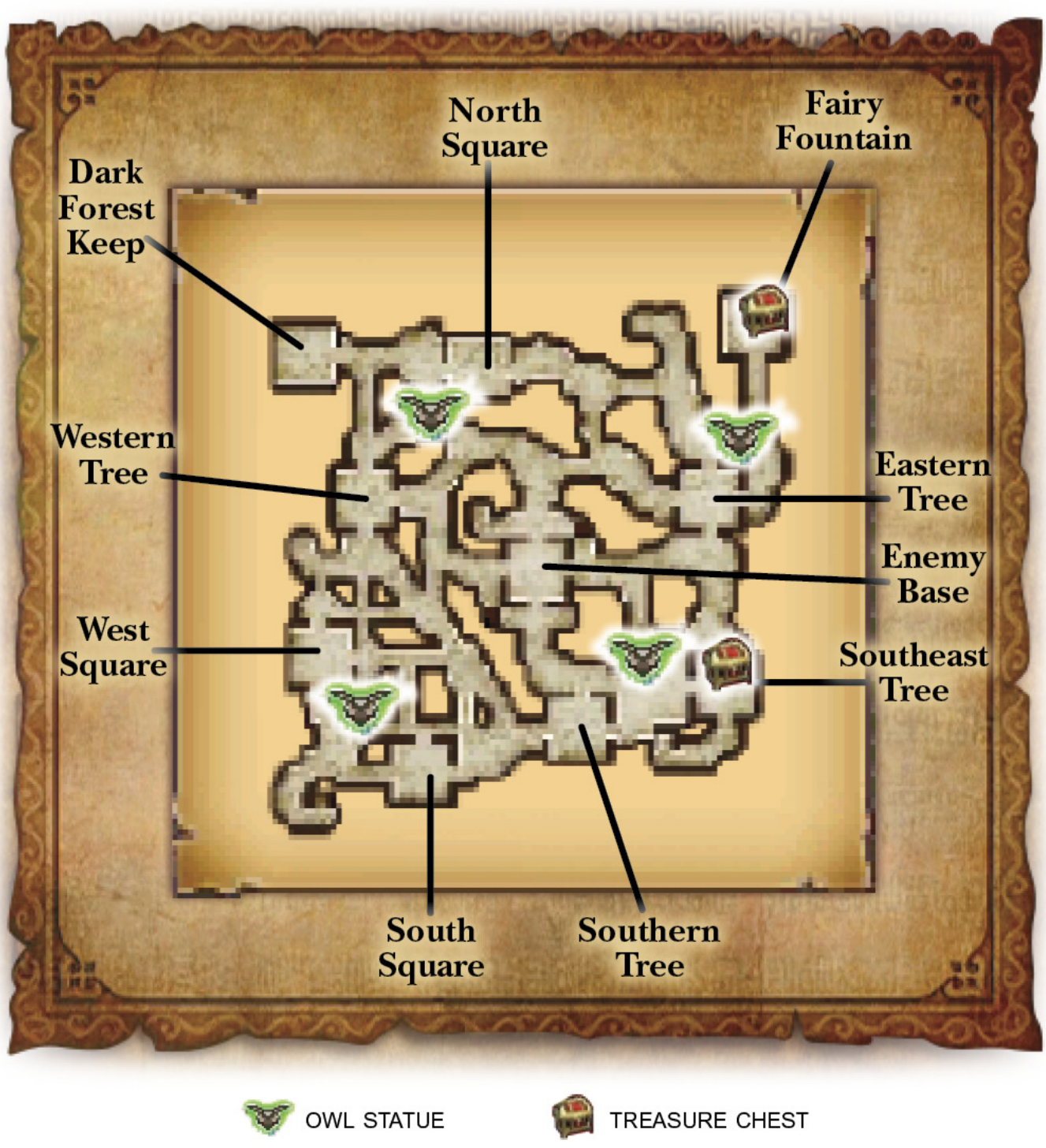
ADVENTURE BATTLE:

DEFEAT THE ENEMY CELEBRITIES!

Unlockables
Hyoi Pear
Lana – Piece of Heart (Treasure)
1,000 KO Gold Skulltula
Second Gold Skulltula

Search Item
Salvage Arm: Lana's Kokiri Spear (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000 damage	



Victory Conditions	Defeat Conditions
Defeat Wizzro	Toon Link flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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Hyrule Warriors Legends

Great Sea Map
B-1

ADVENTURE BATTLE:

LEAD A RAID DEEP INTO ENEMY TERRITORY!

Unlockables

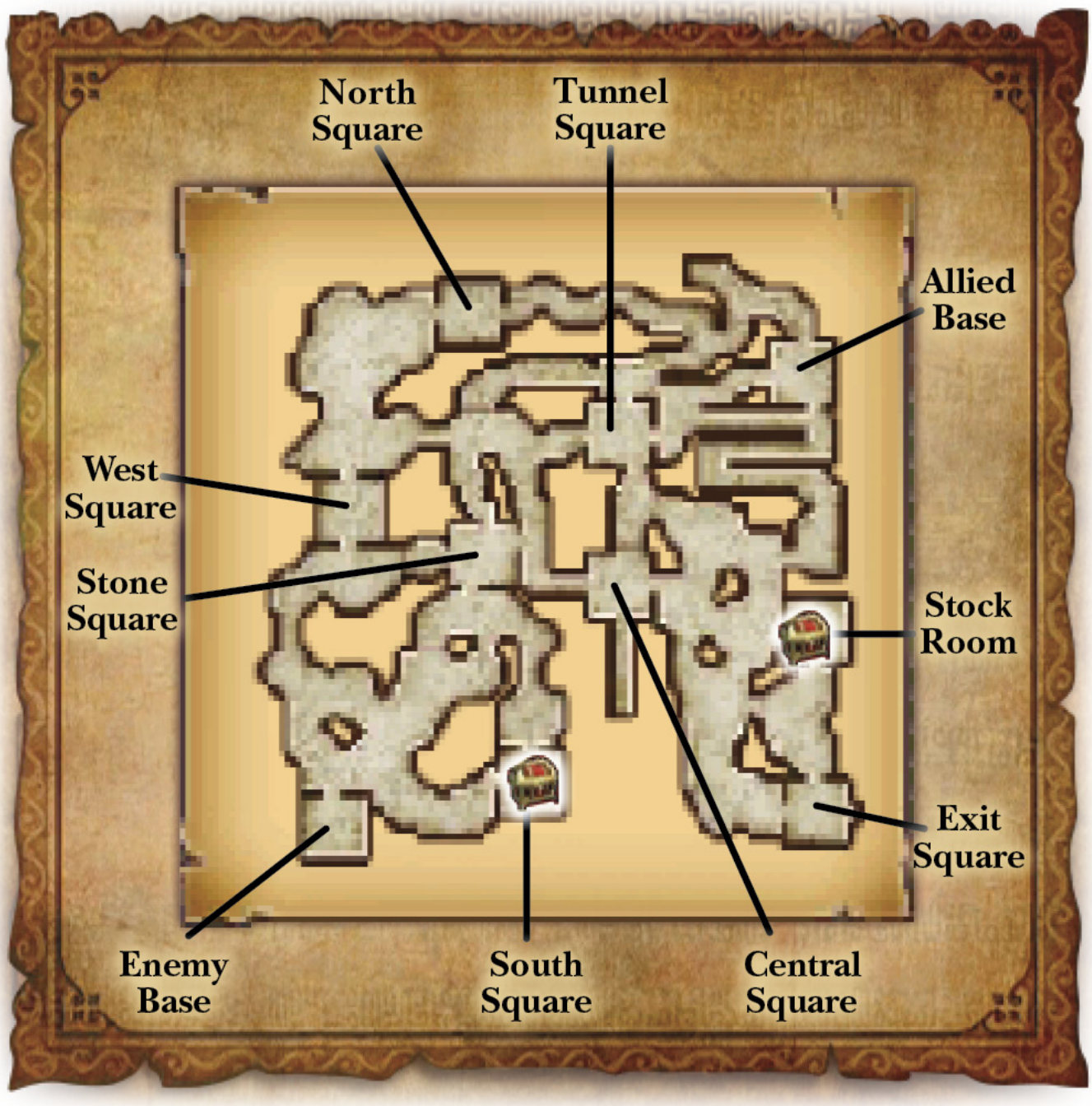
Hammer

Search Item

None

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000 damage	



Victory Conditions

Defeat Cia

Defeat Conditions

King Daphnes flees or the Allied Base falls

Great Sea Rule: Don't Get Hit

Use a Boomerang Item Card on the Big Octo to remove this rule

MISSION BRIEFING

The "Don't Get Hit" Great Sea Rule makes challenging any enemy Warriors a real hassle. Don't hold still near enemies ever and be as defensive as possible. If it looks like an enemy is so much as thinking about an attack, dodge out of the way immediately. If you take a hit, quickly find a Heart Pot to heal. So long as you have more than a quarter of a Heart Container, you can take more than one hit before you're knocked out. Equipping the Hard Worker spell to your Fairy is also a huge boon during this stage.

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it only stays marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

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HYRULE WARRIORS LEGENDS

Great Sea Map
B-2

ADVENTURE BATTLE:

STRENGTHEN YOUR ARMY AND DEFEAT THE ENEMY!

Unlockables

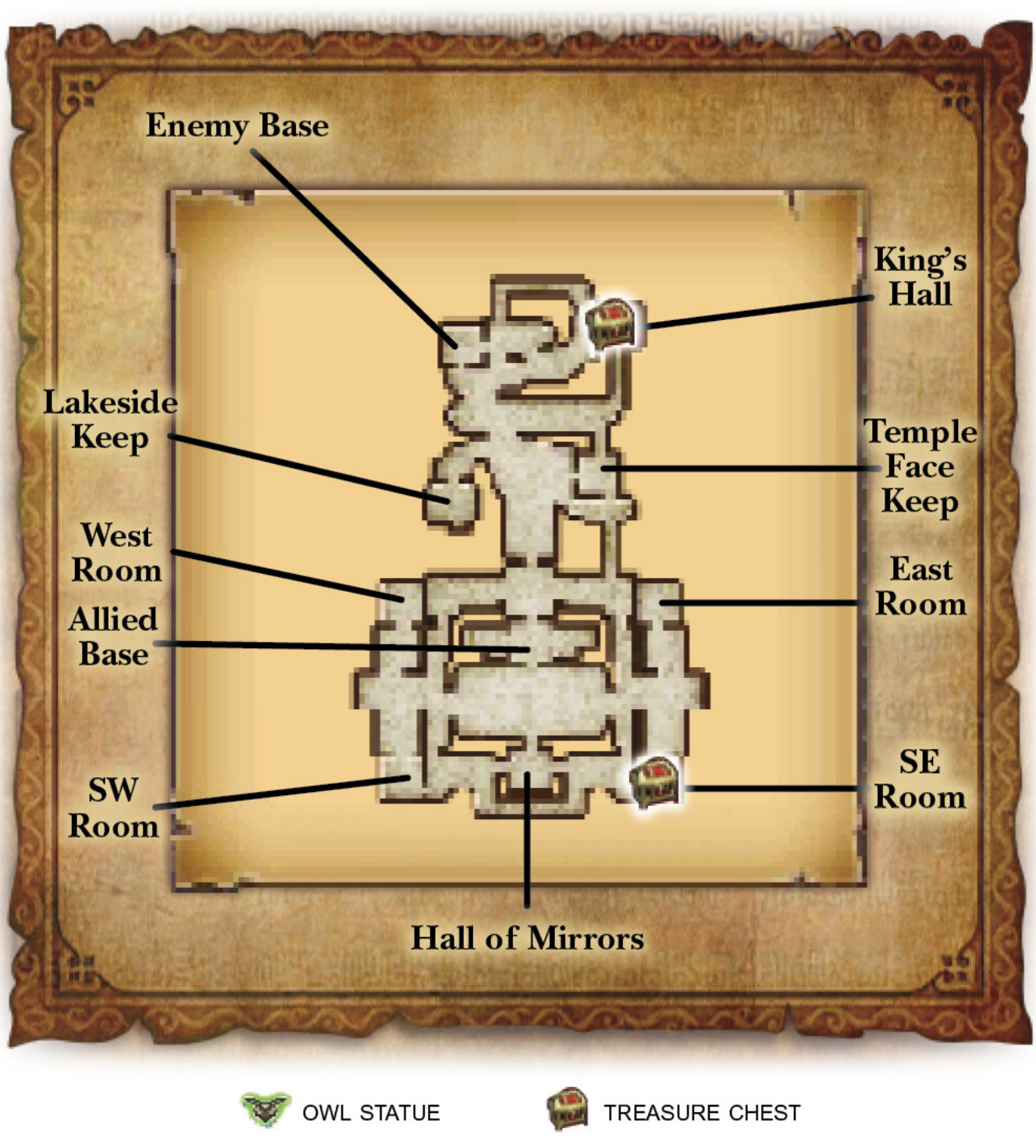
None

Search Item

None

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000 damage	



Victory Conditions

Defeat Tetra

Defeat Conditions

Ruto or a Messenger flees, or the Allied Base falls

Great Sea Rule: Double Damage

Use a Cannon Item Card on the warship to remove this rule

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep opens up.

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HYRULE WARRIORS LEGENDS

Great Sea Map
B-3

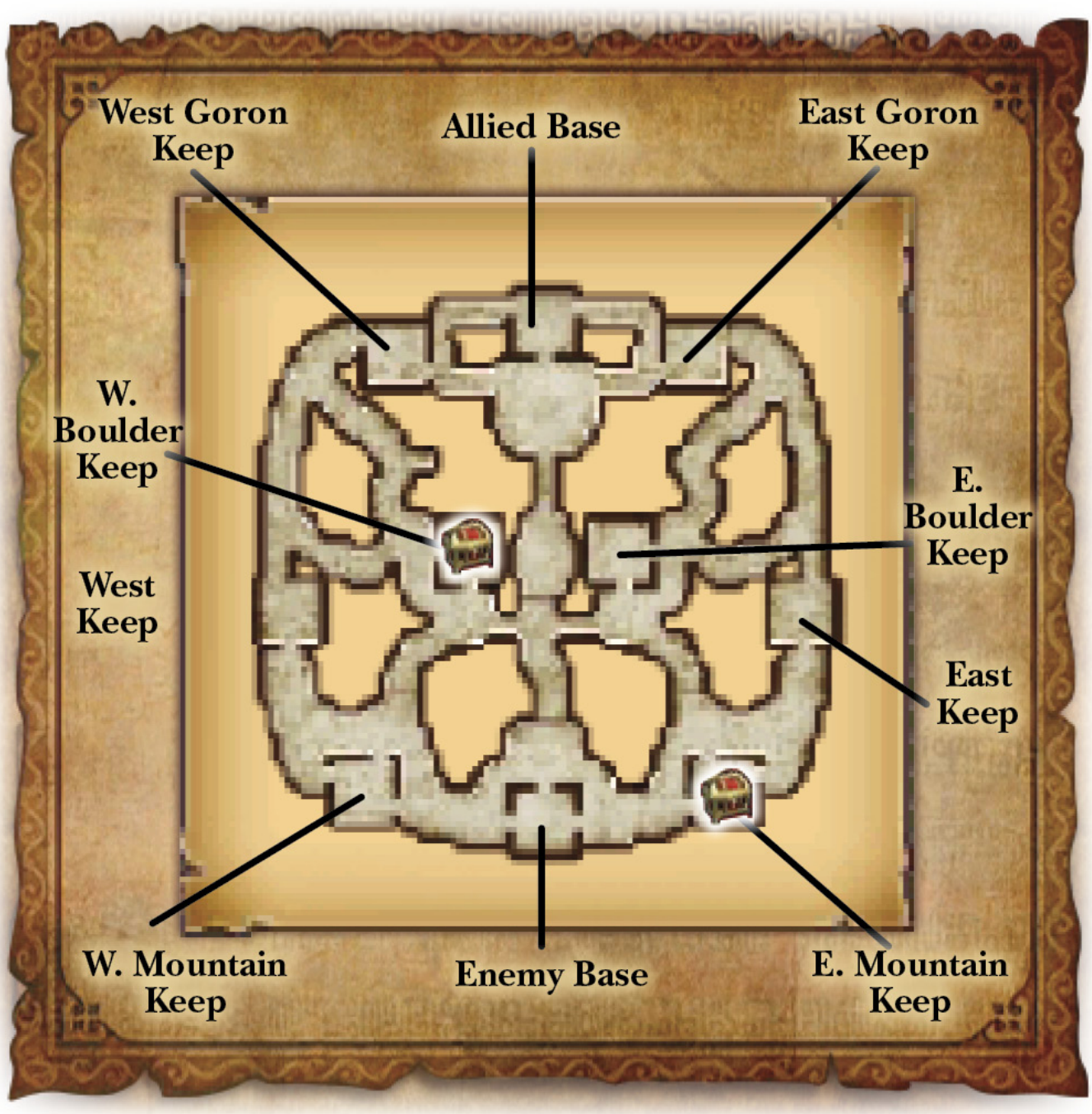
ADVENTURE BATTLE:

DEFEAT THE BARRIER SPECIALIST FORCES!

Unlockables
Wind Waker
Link – Piece of Heart (Treasure)
Fairy Clothes: Top (Treasure)

Search Item
Salvage Arm: Link's Golden Gauntlets (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000 damage	



Victory Conditions	Defeat Conditions
Defeat Volga	Skull Kid flees or the Allied Base falls

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Great Sea Map
B-4

MISSING ENEMIES

You must use the Power Bracelet Item Card on the stone head in the Search Screen to make the enemies appear in this Scenario.

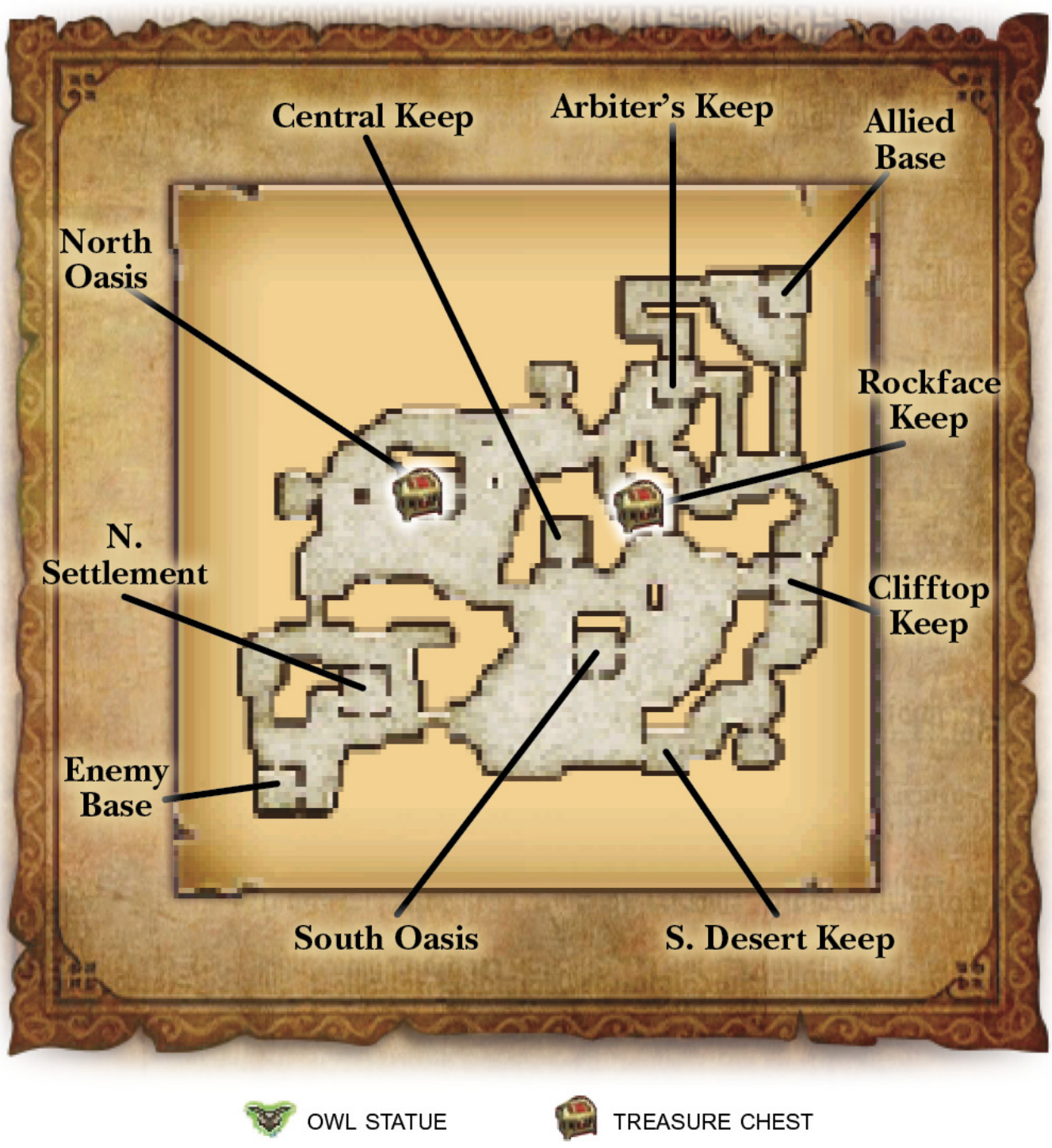
ADVENTURE BATTLE:

DEFEAT THE BARRIER SPECIALIST FORCES!

Unlockables	
Deku Leaf	Fi – Heart Container
Fairy	Fairy Food: Plant

Search Item
Deku Leaf: Fi's Goddess Longsword (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000 damage	



Victory Conditions	Defeat Conditions
Defeat Ghirahim	Zelda flees or the Allied Base falls

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it stays marked on your map only temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

POWERFUL ENEMIES APPEARED FROM THE ENEMY KEEP

Morale-boosted Captains enter the battlefield from enemy Keeps around the map. Defeat them immediately, then capture the Keep they came from to prevent any more Morale-boosted enemies from entering the fight.

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HYRULE WARRIORS LEGENDS

Great Sea Map
B-5

ADVENTURE BATTLE:

STRENGTHEN YOUR ARMY AND DEFEAT THE ENEMY!

Unlockables

Wind Waker

Tingle – Heart Container (Treasure)

1,000 KO Skulltula

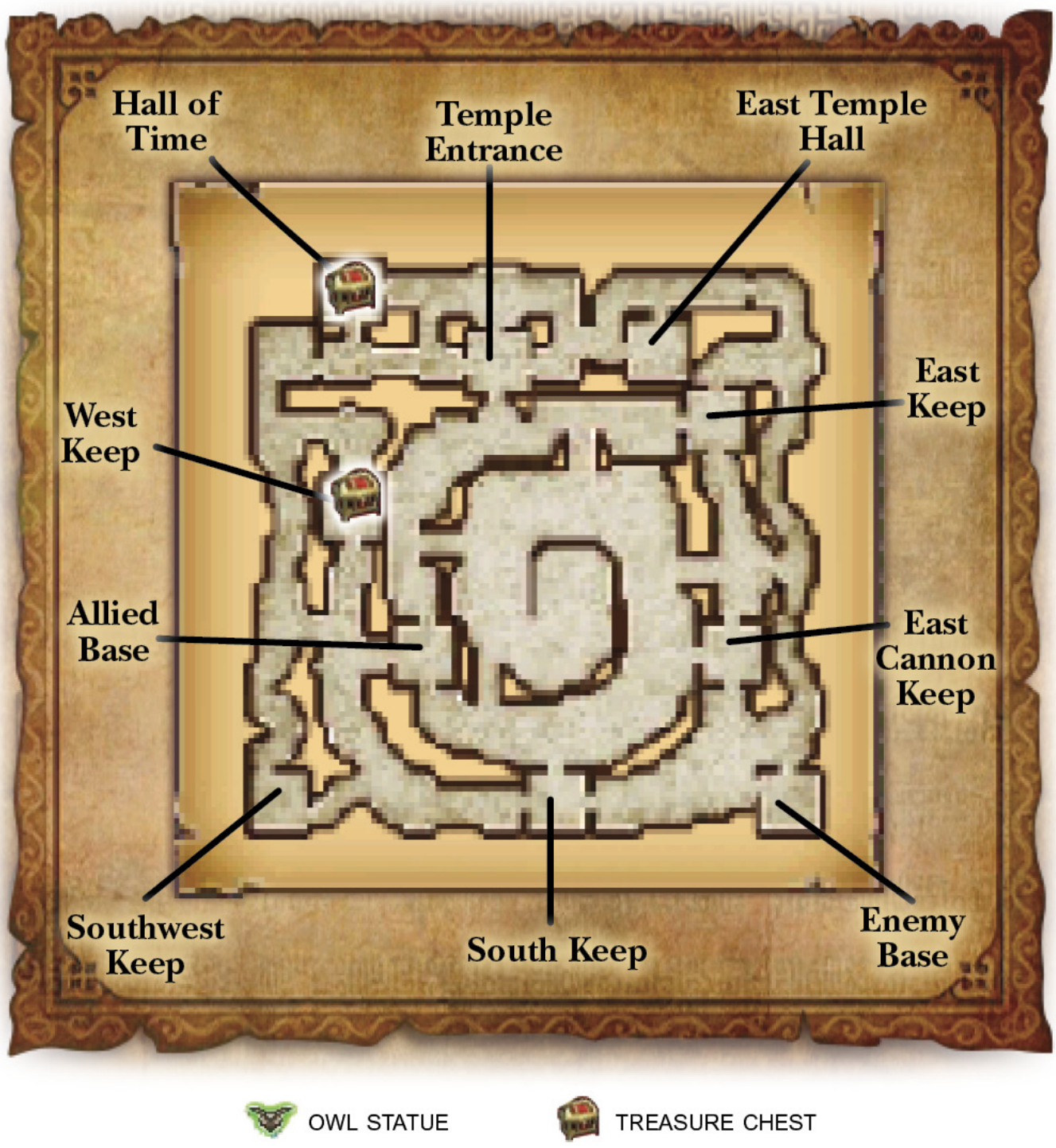
Second Gold Skulltula

Search Item

Salvage Arm: Tingle's Love-Filled Balloon (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000 damage	



Victory Conditions

Defeat Zelda

Defeat Conditions

Cia or a Messenger flees, or the Allied Base falls

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep opens up.

COVER CIA, AND DEFEAT ZELDA

As soon as the Enemy Base Keep's gates open, your Commander makes a bee-line for the enemy Commander. Protect your Commander and take the enemy Commander out as quickly as possible.

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Great Sea Map

B-6

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables
Power Bracelet

Search Item
Hyoi Pear: Costume – Midna's Standard Outfit (Great Sea)

A-Rank	
TIME – 15 minutes or less	DAMAGE – Less than 4,000 damage

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Great Sea Map
B-7

DEFEAT 400 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables

Salvage Arm

Search Item

Salvage Arm: Costume – Fi's Standard Outfit (Great Sea)

A-Rank

TIME – 7 minutes or less

DAMAGE – Less than 4,000 damage

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Great Sea Map

B-8

WIN THE KO COMPETITION!

Unlockables	
Salvage Arm	Midna – Heart Container (A-Rank)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – Less than 4,000 damage

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Great Sea Map
B-9

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Tetra – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – Less than 4,000 damage

HELMAROC KING

Get right in front of the Helmaroc King and hold Guard. Keep dancing around in front of him until he tries to slam his beak into you. Step back, then counter-attack with a Hammer attack on his head while it's stuck in the ground to reveal his Weak Point Mark. Attack him to deplete its mark, then repeat this process to take him out.

GOHMA

To defeat Gohma, use your Bow to shoot its eye when it turns blue to reveal its Weak Point Mark. Hit it with a handful of Weak Point Smashes to win.

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Great Sea Map
B-10

RACK UP YOUR KO COUNT!

Unlockables
Hyoi Pear
Sheik – Heart Container (A-Rank)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – Less than 4,000 damage

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Great Sea Map
B-11

DEFEAT ALL ENEMIES!

Unlockables
None

Search Item
Salvage Arm: Costume – Tetra's Standard Outfit (Great Sea)

A-Rank	
TIME – 7 minutes or less	DAMAGE – Less than 4,000 damage

A STONE BLIN

Stone Blins look intimidating, but they're slow and quite dull. You can attack their backs or just stand a few feet away from them to bait them into swinging their giant clubs. Their Weak Point Mark pops up after almost every attack they do, so performing a Smash is no trouble at all. If they start glowing, get behind them or to their side. Their super attack sends blade beams out directly in front of them, which are incredibly easy to dodge.

TOON LINK AND A DARKNUT

Toon Link's Weak Point Mark appears most often after he performs a spin attack. Just dodge out of the way of this attack, then dash along behind him to avoid the attack and put yourself in position to hit his mark as soon as it pops up.

Darknuts can be defeated very easily; just hit them once or twice to get them to raise their shield, then roll behind them. This will dizzy them, causing their Weak Point Mark to appear. You know what to do from here.

BIG POE, IMPA AND BIG POE

Stand in front of Impa with your guard up to bait her into performing a special attack. As soon as you see her begin an attack, dodge to the left or right and wait for her Weak Point Mark to appear.

The Big Poes don't pose much of a threat and are easily manipulated. Just hit each a few times and it teleports away. When it reappears—so long as you don't attack—it most likely performs an attack that reveals its Weak Point Mark. Hit it with a couple Weak Point Smashes to wrap up this Scenario.

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Great Sea Map
B-12

WIN THE KO COMPETITION!

Unlockables
Hyoi Pear

Search Item
Hyoi Pear: Costume – Volga's Standard Outfit (Great Sea)

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – Less than 4,000 damage

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HYRULE WARRIORS LEGENDS

Great Sea Map
B-13

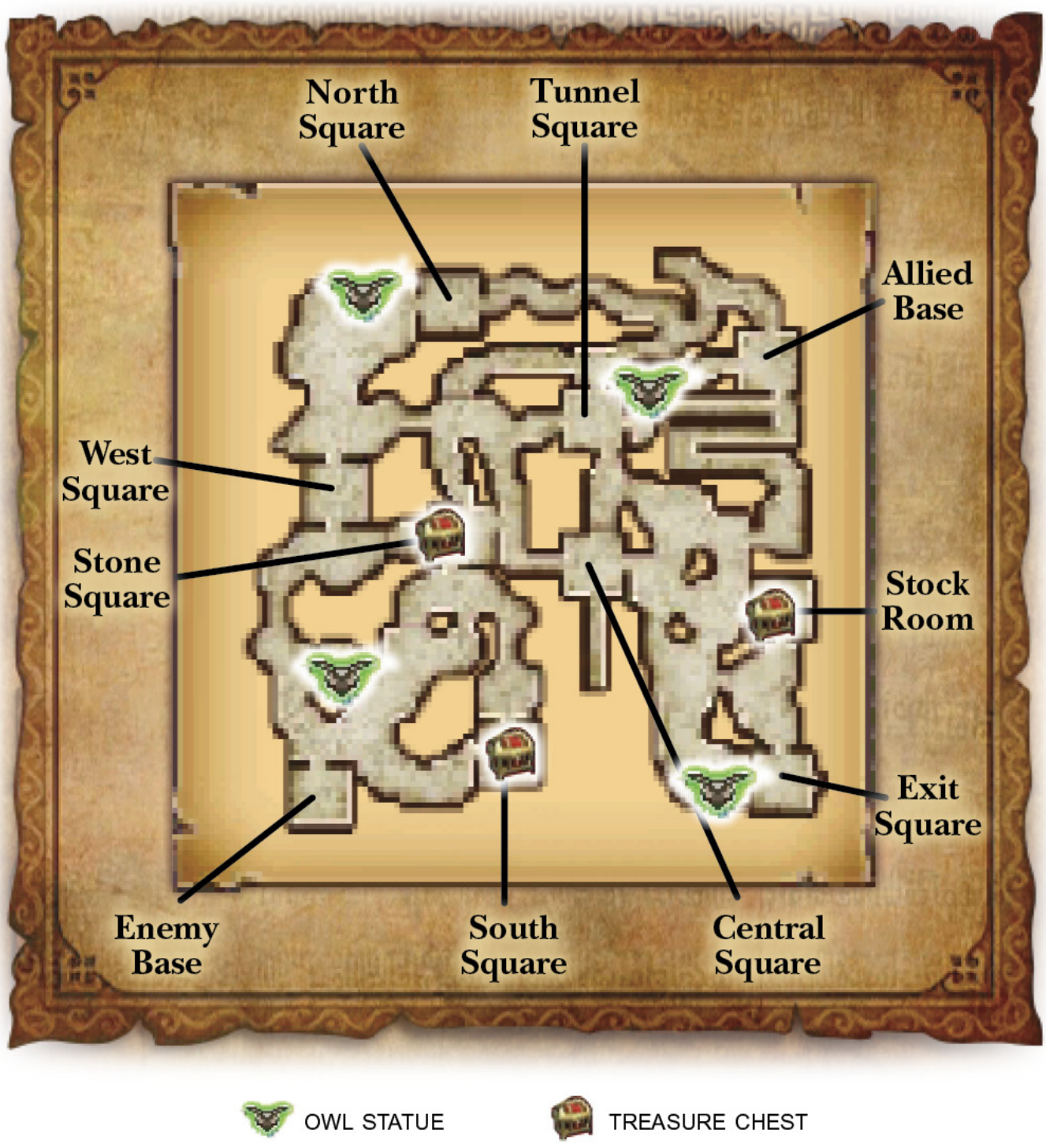
DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE BEAST OF THE VOLCANO!

Unlockables
Wind Waker
Zelda – Heart Container (Treasure)
Fairy Clothing: Headwear (Treasure)

Search Item
Hyoi Pear: Zelda's Sacred Baton (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000 damage	



Victory Conditions	Defeat Conditions
Defeat Volga	Lana flees or the Allied Base falls

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in the Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leaders eventually stop converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leaders, just capture the marked Keeps. When you capture the right Keeps, a Turncoat Leader appears inside of it. Defeat all of them to complete the mission.

DEFEAT THE ENEMY COMMANDER

You can find Volga in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Stone Square Keep first, however.

DEFEAT GOHMA TO WIN

To defeat Gohma, use your Bow to shoot its eye when it turns blue to reveal its Weak Point Mark. Hit it with a handful of Weak Point Smashes to win.

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Great Sea Map
B-14

DEFEAT 400 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables

Hyoi Pear

Search Item

Hyoi Pear: Costume – Ghirahim's Standard Outfit (Great Sea)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Great Sea Map
C-1

ADVENTURE BATTLE:

STRENGTHEN YOUR ARMY AND DEFEAT THE ENEMY!

Unlockables

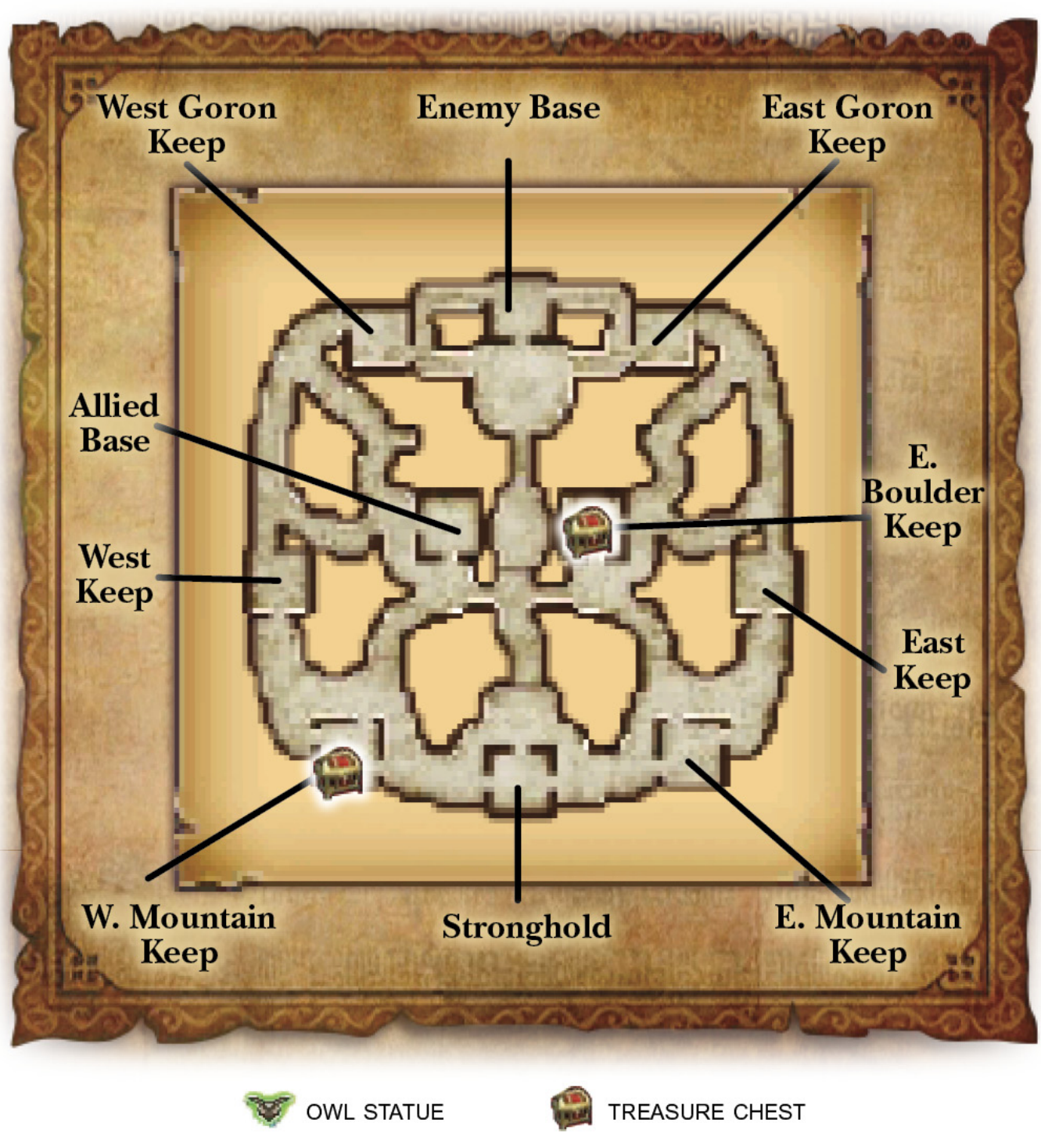
Boomerang	Link – Heart Container (Treasure)
1,000 KO Skulltula	Second Gold Skulltula

Search Item

Deku Leaf: Link's Great Forest Fairy (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions

Defeat Skull Kid

Defeat Conditions

Cia or a Messenger flees, or the Allied Base falls

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep opens up.

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Great Sea Map
C-2

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables	
Hero's Bow	Tetra – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

HELMAROC KING

Get right in front of the Helmaroc King and hold Guard. Keep dancing around in front of him until he tries to slam his beak into you. Step back, then counter-attack with a Hammer attack on his head while it's stuck in the ground to reveal his Weak Point Mark. Attack him to deplete the mark, then repeat this process to take him out.

MANHANDLA

To defeat Manhandla, wait until its stalks turn green, then hit them with the Boomerang. Once you've hit all four, Manhandla uproots and its Weak Point Mark is revealed. Hit it with a handful of Weak Point Smashes to make short work of the monstrous man-eater.

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Great Sea Map
C-3

WIN THE KO COMPETITION!

Unlockables
None

Search Item
Deku Leaf: Costume – Zant's Standard Outfit (Great Sea)

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Great Sea Map
C-4

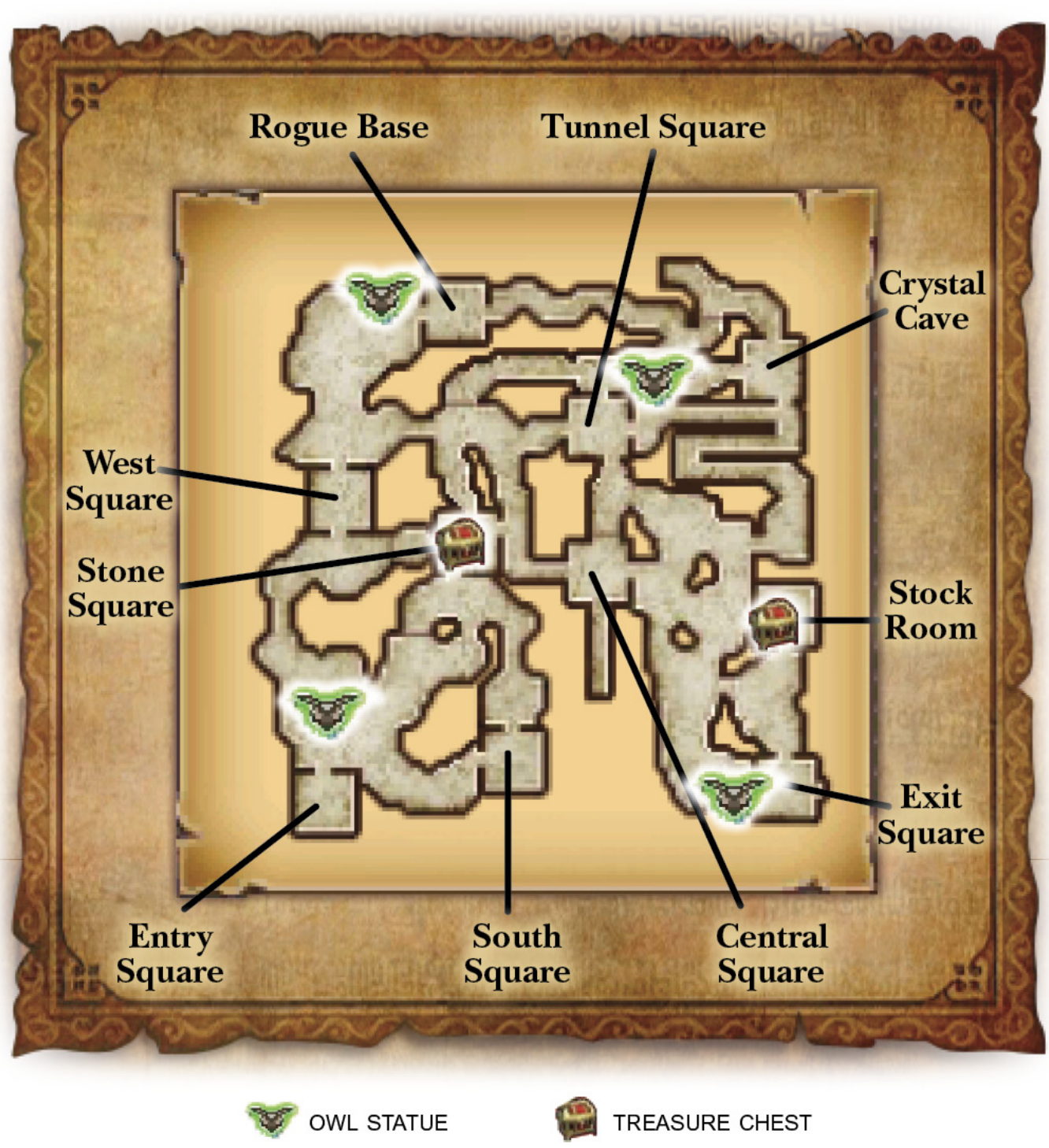
ADVENTURE BATTLE:

CRUSH THE SPIRITS OF THESE PESKY UPSTARTS!

Unlockables
None

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Fi	Ghirahim flees

Great Sea Rule: Double Damage
Use a Cannon Item Card on the warship to remove this rule

MISSION BRIEFING

This battle can get pretty intense if you're not alert and quick to complete objectives. Make sure to activate the owl statues scattered around the level to jump back to Ghirahim's aid at a moment's notice. Not having an Allied Base during this battle means enemies are constantly targeting Ghirahim; and if he goes, so goes the battle. Rush to stop the Recruiters from turning your troops against you. Don't waste time on anything but completing objectives for the first half of the fight. When things calm down, feel free to explore, but not before.

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Great Sea Map
C-5

ADVENTURE BATTLE:

PROVE YOUR WORTH ON TINGLE ISLAND!	
Unlockables	
Cannon	

Search Item	
None	

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions
Defeat Tingle

Defeat Conditions
Toon Link flees or the Allied Base falls

Great Sea Rule: Don't Get Hit
Use a Boomerang Item Card on the Big Octo to remove this rule

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu that's immediately north of your starting position, just outside of the S. Rockface Keep. After defeating that Bombchu, immediately race to the Central Square Keep. The second Bombchu starts out right next to that Keep, so you must destroy it while it's in that Keep. The final Bombchu appears right next to the Enemy Base Keep and begins making its way to the Allied Base Keep.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

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Hyrule Warriors Legends

Great Sea Map
C-6

HEADWINDS

There are headwinds on this square that prevent you from moving east. To remove them, use a Wind Waker Item Card on the Search Screen.

MISSING ENEMIES

You must use the Power Bracelets Item Card on the stone head in the Search Screen to make the enemies appear in this Scenario.

RACK UP YOUR KO COUNT!

Unlockables
Compass
Twili Midna – Heart Container (A-Rank)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Great Sea Map
C-7

ADVENTURE BATTLE:

PROVE YOU'RE MORE THAN A PIP-SQUEAK!

Unlockables

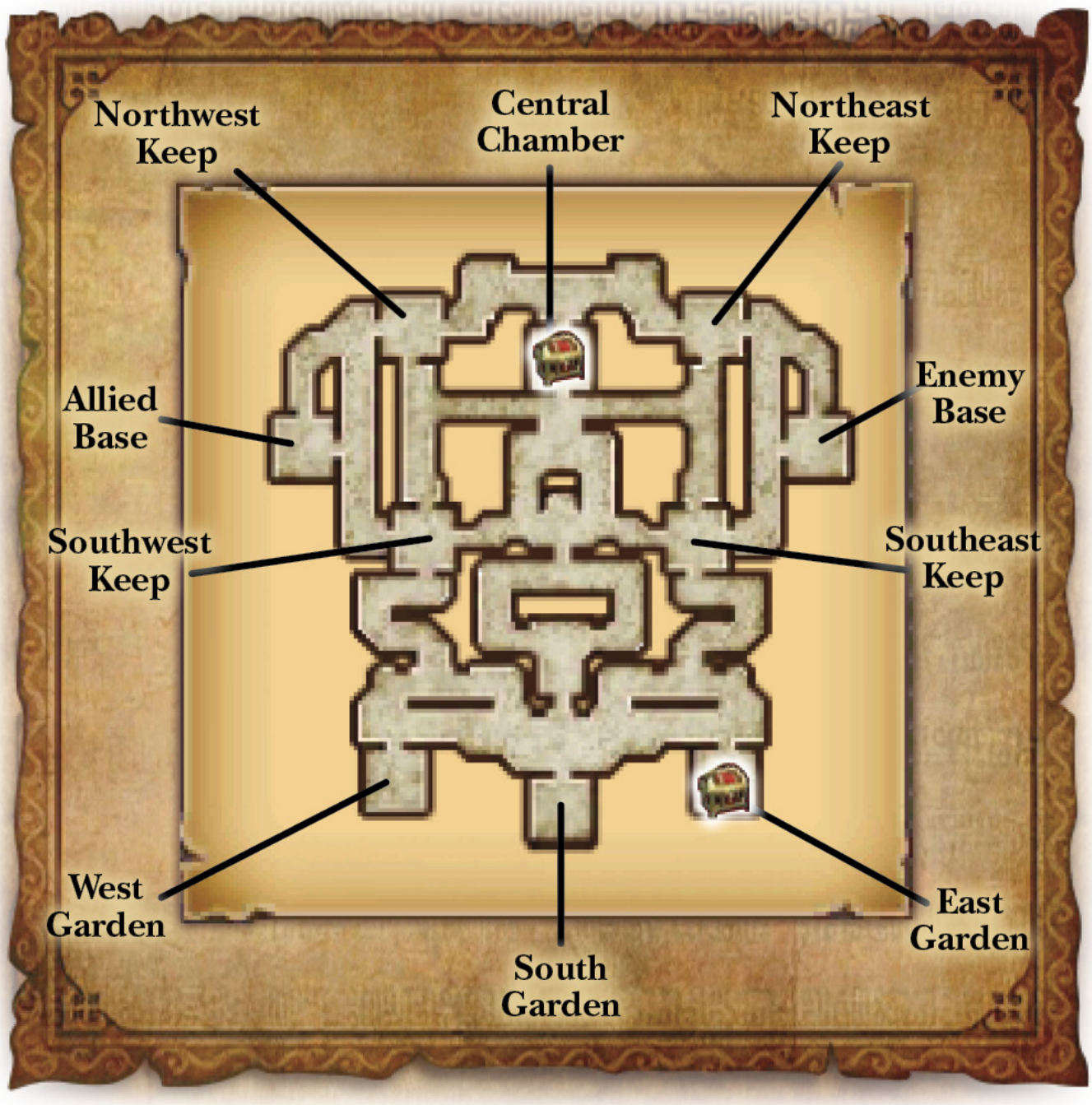
None

Search Item

None

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions

Defeat Young Link

Defeat Conditions

Ganondorf flees or the Allied Base falls

Great Sea Rule: Don't Get Hit

Use a Boomerang Item Card on the Big Octo to remove this rule

MISSION BRIEFING

This level is a real challenge. Things start out a bit crazy with the invasion of the Turncoat Leaders, but not being able to take a hit brings this stage to a whole new level of difficulty. Pick your strongest Warrior—preferably someone with a lot of speed and range—and take the marked Keeps as quickly as possible. As objectives pop up, race over to and complete them, then get right back to rooting out the Turncoat Leaders. Don't let any friendly Warriors fight alone once you see that they are in danger and don't linger anywhere for long. Don't bother capturing any Keeps that aren't marked either. Your goal is to stop the Turncoat Soldiers from wreaking havoc across the battlefield and the only way to do that is to take out the Leaders.

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in one of the five Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stops converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat him to complete the mission.

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Great Sea Map
C-8

DEFEAT 1,000 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables

Hookshot

Search Item

Deku Leaf: Costume – King Daphnes's Standard Outfit (Great Sea)

A-Rank

TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Great Sea Map
C-9

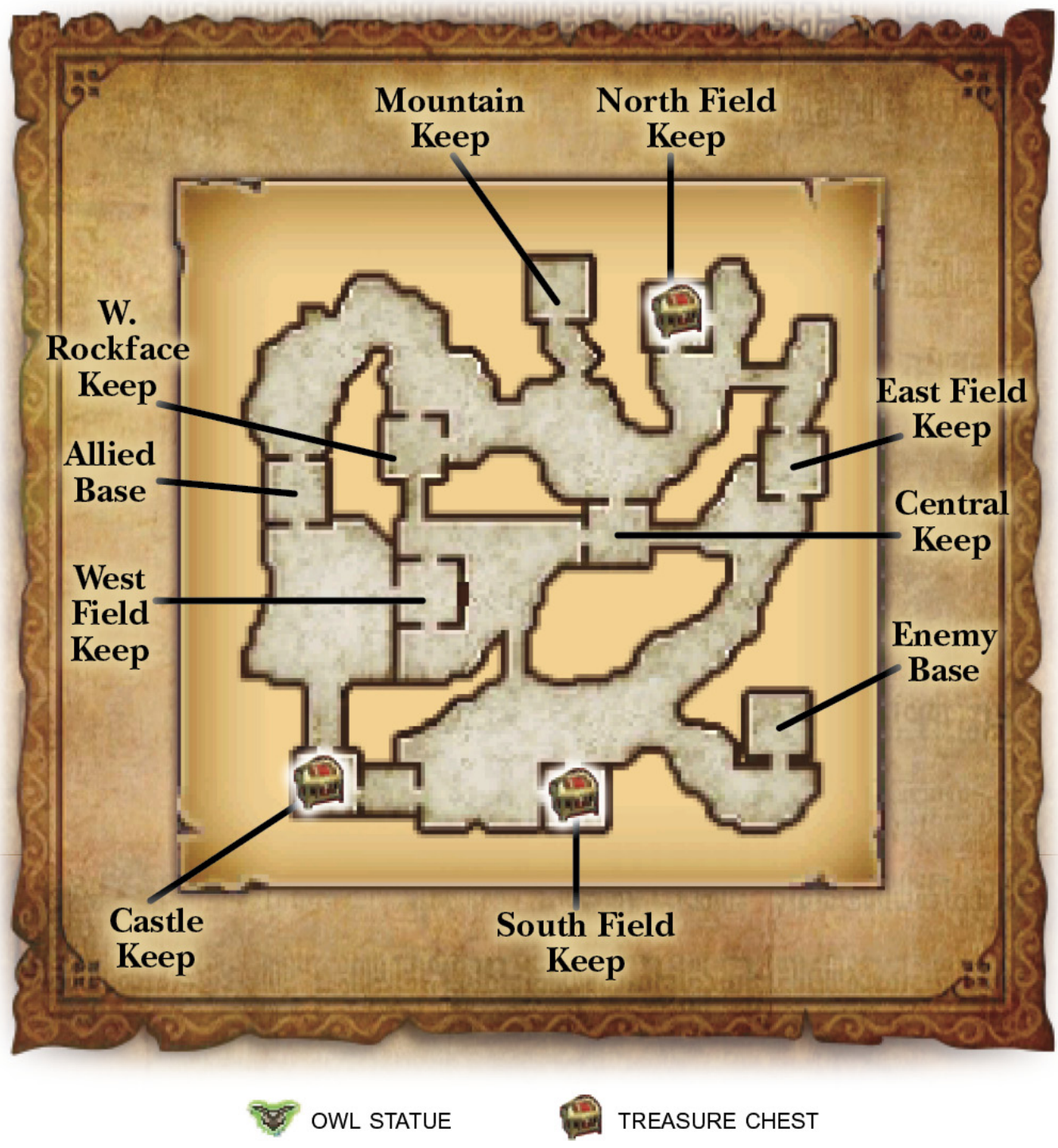
DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE DEMON KING OF THE CASTLE!

Unlockables
King Daphnes – Heart Container (Treasure)
King Daphnes – Piece of Heart (Treasure)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions
Defeat Ganondorf

Defeat Conditions
Toon Link flees or the Allied Base falls

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it stays marked on your map only temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

DEFEAT THE ENEMY COMMANDER

You can find Ganondorf in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the North Field Keep first, however.

DEFEAT GANON TO WIN

Pay close attention to Ganon's attacks: He emulates every Giant Boss except for The Imprisoned, and you must hit him with item that the Giant Boss he's emulating is weak to. As a refresher, if he holds out his right hand and begins charging a fireball, race in and throw Bombs at his hand. If he lifts his left hand and begins charging a blue energy ball, dodge out of the way of the attack and shoot his hand with the Bow. If his shoulder spikes open up and begin firing small spikes, hit them with the Boomerang as soon as they are finished firing. If he flies into the air, pull him down with the Hookshot.

Once you've destroyed each of his parts, he starts performing attacks that make the gem on his head glow. When you see it glow, shoot him with your Bow to make him reveal his Weak Point Mark. Perform a handful of Smashes to defeat him.

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Great Sea Map
C-10

ITEM MASTER QUIZ

Unlockables
Hero's Bow

Search Item
Hyoi Pear: Costume – Tingle's Standard Outfit (Great Sea)

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

DEFEAT THE ONE WEAK TO BOMBS

Defeat the Moblin.

DEFEAT THE ONE WEAK TO THE BOOMERANG

Defeat the Stalmaster.

DEFEAT THE ONE WEAK TO THE HAMMER

Defeat the Big Blin.

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Hyrule Warriors Legends

Great Sea Map
C-11

ADVENTURE BATTLE:

DEFEAT THE BARRIER SPECIALIST FORCES!

Unlockables

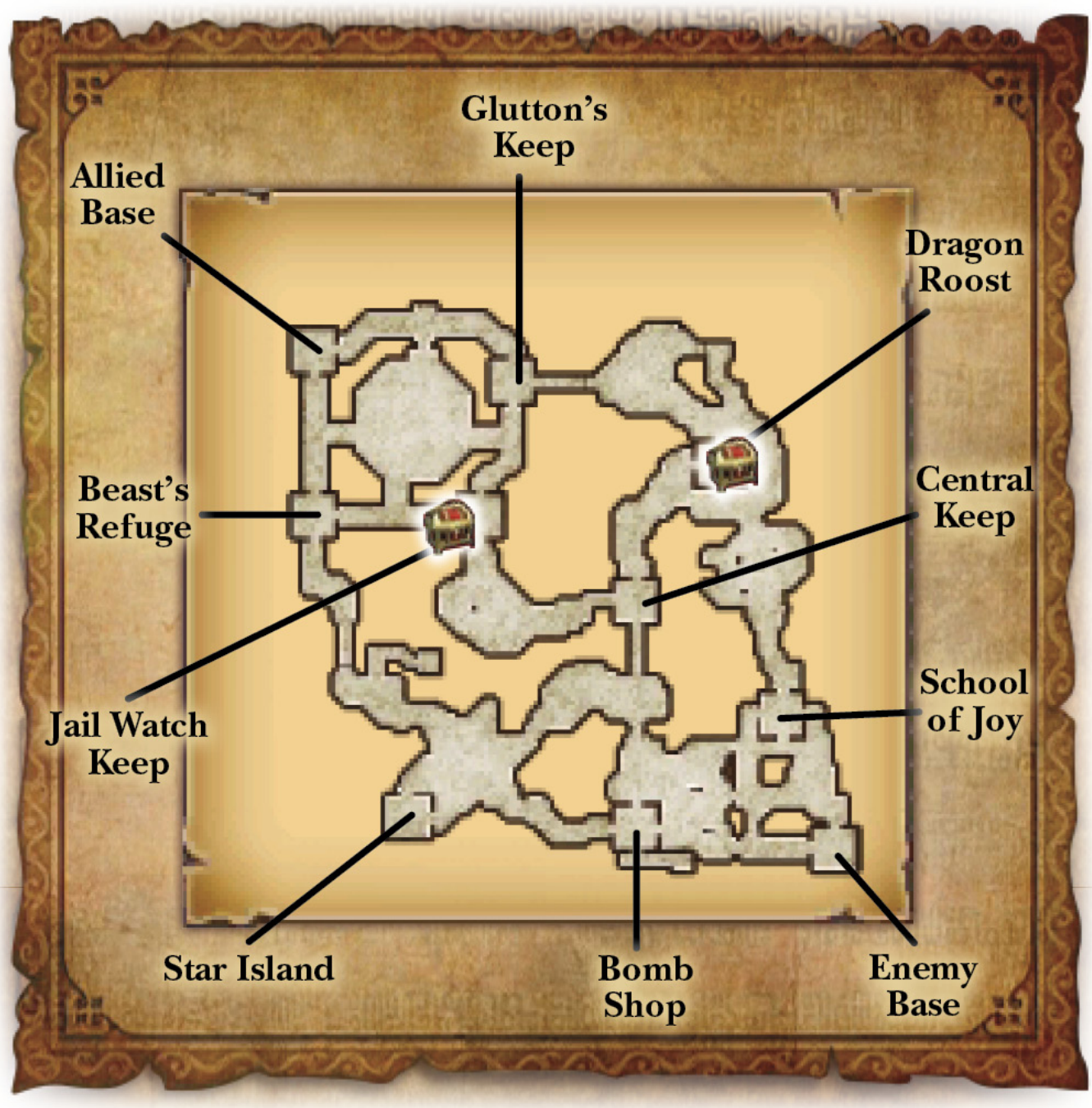
None

Search Item

None

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



OWL STATUE TREASURE CHEST

Victory Conditions

Defeat Volga

Defeat Conditions

Link flees or the Allied Base falls

Great Sea Rule: No Item Attacks

Use a Hero's Bow on the tornado to remove this rule.

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it stays marked on your map only temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

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Great Sea Map
C-12

DEFEAT 300 ENEMIES IN TIME!

Unlockables	
Compass	Tetra – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Great Sea Map
C-13

HEADWINDS

There are headwinds on this square that prevent you from moving south. To remove them, use a Wind Waker Item Card on the Search Screen.

RACK UP YOUR KO COUNT!

Unlockables
Ghirahim – Heart Container (A-Rank)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Great Sea Map
C-14

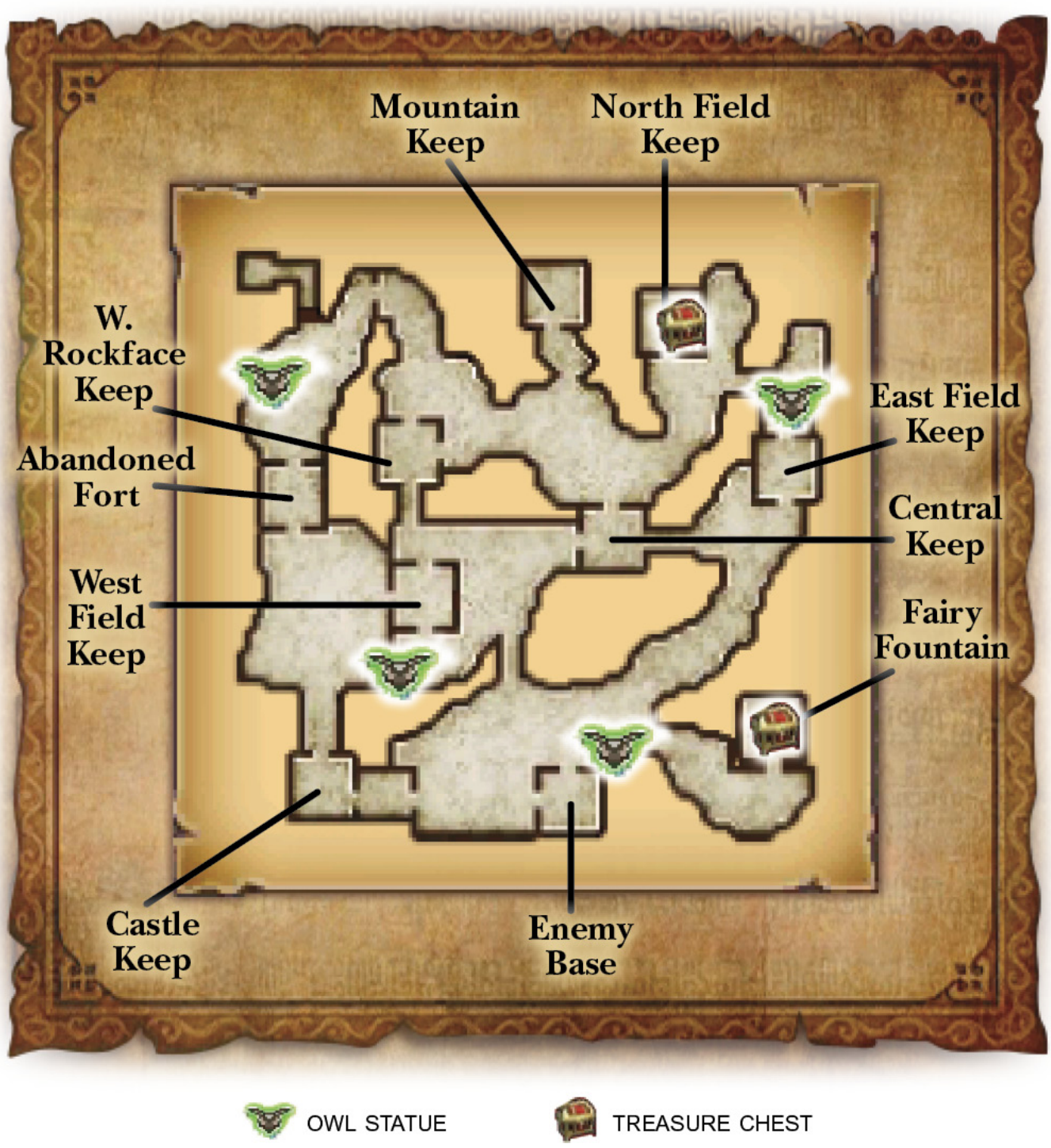
ADVENTURE BATTLE:

DESTROY THE ARMY WITH BOOSTED MORALE!

Unlockables	
Salvage Arm	Toon Link – Heart Container (Treasure)
Fairy Clothing: Make-Up (Treasure)	Fairy Food: Feast

Search Item
Hyoi Pear: Toon Link's Phantom Sword (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Wizzro	Tetra flees

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. In order to stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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HYRULE WARRIORS LEGENDS

Great Sea Map
D-1

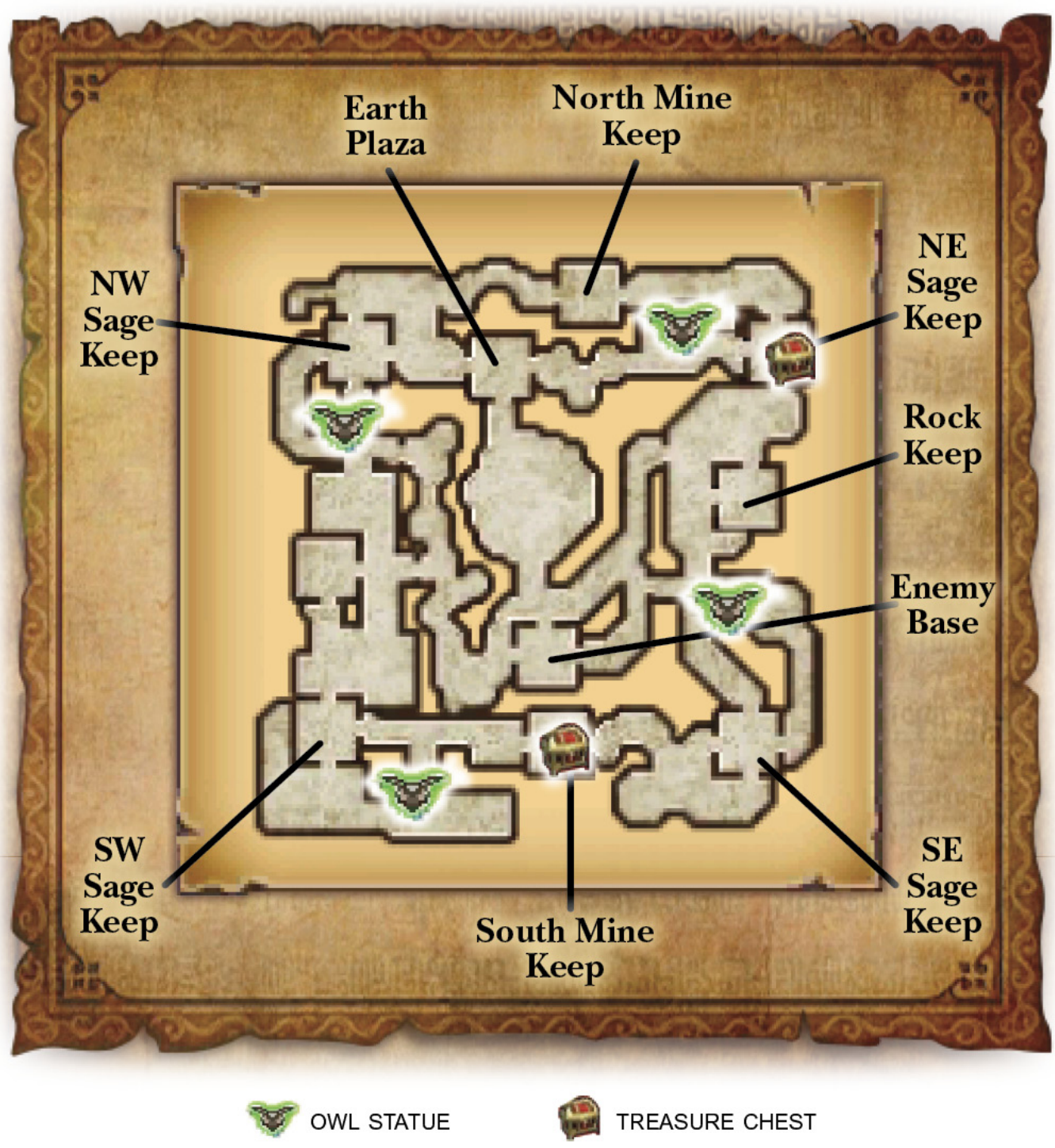
ADVENTURE BATTLE:

HUSTLE IN THE EAST AND BUSTLE IN THE WEST!

Unlockables
Hyoi Pear
1,000 KO Skulltula
Second Gold Skulltula
Twili Midna – Heart Container (Treasure)

Search Item
Salvage Arm: Twili Midna's Mirror of Silence (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat King Daphnes	Agitha Flees

MISSION BRIEFING

Without an Allied Base you have to keep constant watch over Agitha. Enemies try to attack her throughout the battle and she is largely helpless to do anything to stop them. Use the owl statues to get across the map quickly and complete your objectives as swiftly as possible.

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

THE ENEMY IS TRYING TO PERSUADE ALLIED UNITS

Recruiters appear on different sides of the battlefield and attempt to turn your troops against you. They do this by defeating an enemy Captain that your allied Captains are facing. When you see something like "Attack Specialist's plight convinced Recruiter to advance toward Big Poe," that's your call to action. You must defeat the targeted Captain (in the above example it would be the Big Poe) or defeat the Recruiter to keep your allies from turning against you.

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Great Sea Map

D-2

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables	
Deku Leaf	Sheik – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 15 minutes or less	DAMAGE – 10,000 damage or less

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Great Sea Map
D-3

DEFEAT 500 ENEMIES IN TIME!

Unlockables	
Salvage Arm	Young Link – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Great Sea Map
D-4

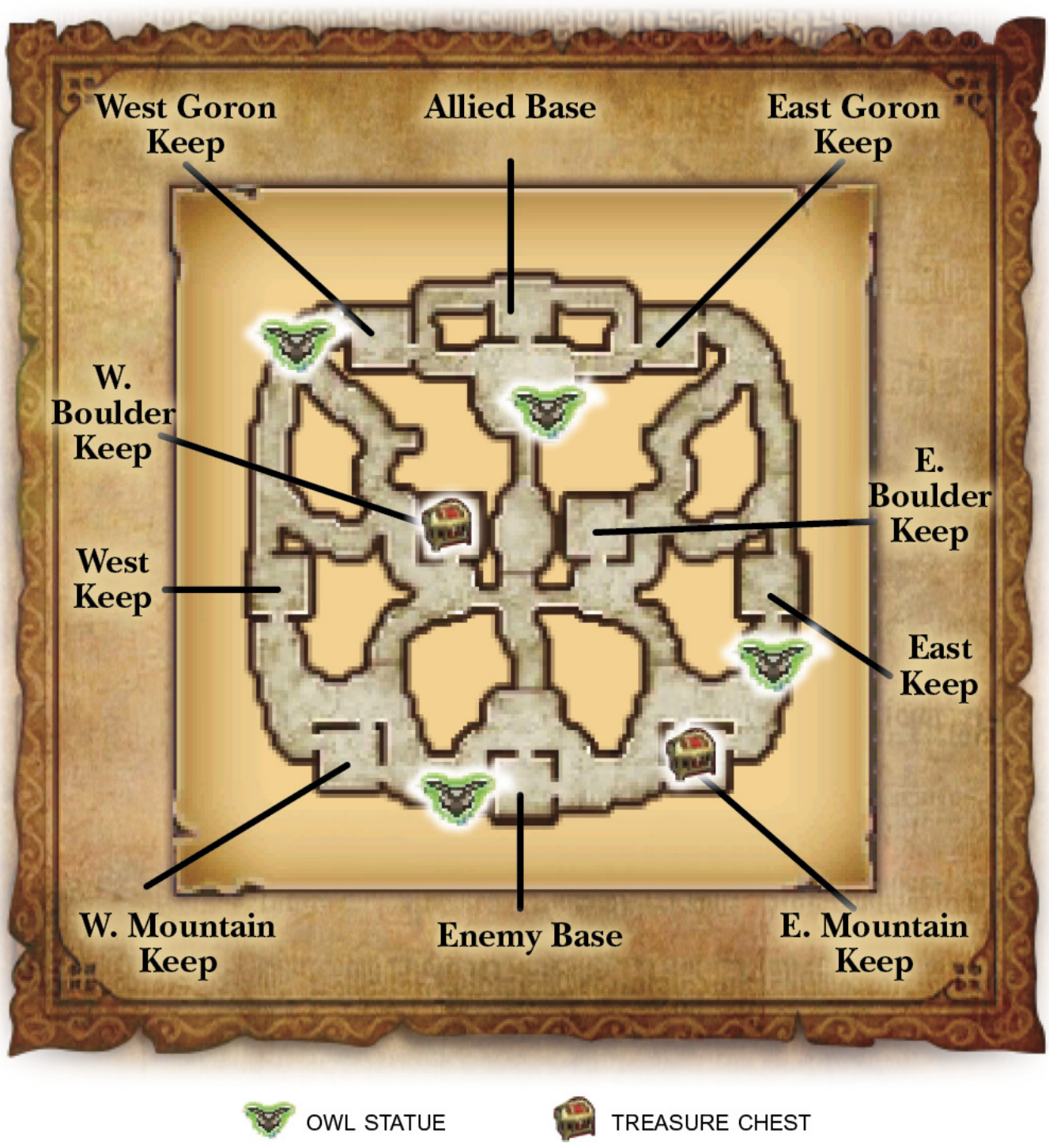
ADVENTURE BATTLE:

FIGHT YOUR WAY THROUGH FIRE AND FLAMES!

Unlockables	
Hero's Bow	Ruto – Heart Container (Treasure)
1,000 KO Skulltula	Second Gold Skulltula

Search Item
Deku Leaf: Ruto's Golden Scale (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Volga	Impa flees or the Allied Base falls

DEFEAT THE TURNCOAT LEADERS

You must defeat the Turncoat Leaders hiding out in one of the five Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stops converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat him to complete the mission.

COVER IMPA, AND DEFEAT VOLGA

As soon as the Enemy Base Keep's gates open, your Commander makes a bee-line for the enemy Commander. Make sure to protect your Commander and take the enemy Commander as quickly as possible.

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Great Sea Map
D-5

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables	
Hyoi Pear	Agitha – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

GOHMA

To defeat Gohma, use your Bow to shoot its eye when it turns blue to reveal its Weak Point Mark. Hit it with a handful of Weak Point Smashes to win.

KING DODONGO

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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HYRULE WARRIORS LEGENDS

Great Sea Map
D-6

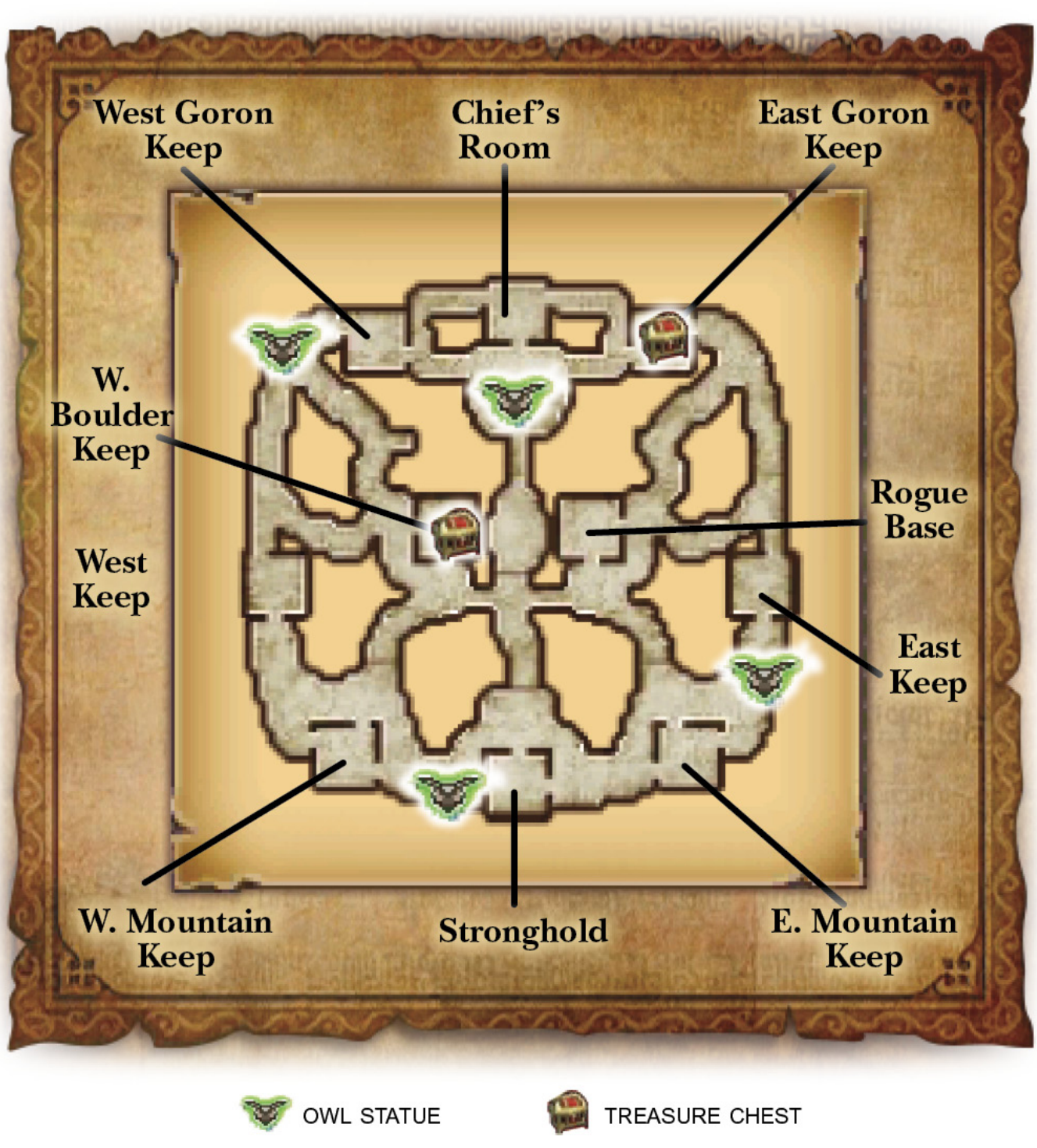
ADVENTURE BATTLE:

GET TO THOSE TROOPS BEFORE THE OTHERS DO!

Unlockables
Skull Kid – Heart Container (Treasure)
1,000 KO Skulltula
Second Gold Skulltula

Search Item
Salvage Arm: Skull Kid's Lunar Ocarina (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Young Link	Ganondorf flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

THE ENEMY IS TRYING TO PERSUADE ALLIED UNITS

Recruiters appear on different sides of the battlefield and attempt to turn your troops against you. They do this by defeating an enemy Captain that your allied Captains are facing. When you see something like "Attack Specialist's plight convinced Recruiter to advance toward Big Poe," that's your call to action. You need to defeat the targeted Captain (in the above example it would be the Big Poe) or defeat the Recruiter to keep your allies from turning against you.

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Great Sea Map
D-7

WIN THE KO COMPETITION!

Unlockables
Hyoi Pear
Toon Link – Heart Container (Treasure)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Great Sea Map
D-8

HEADWINDS

There are headwinds on this square that prevent you from moving north. To remove them, use a Wind Waker Item Card on the Search Screen.

DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE SHADOW OF THE SKY!

Unlockables

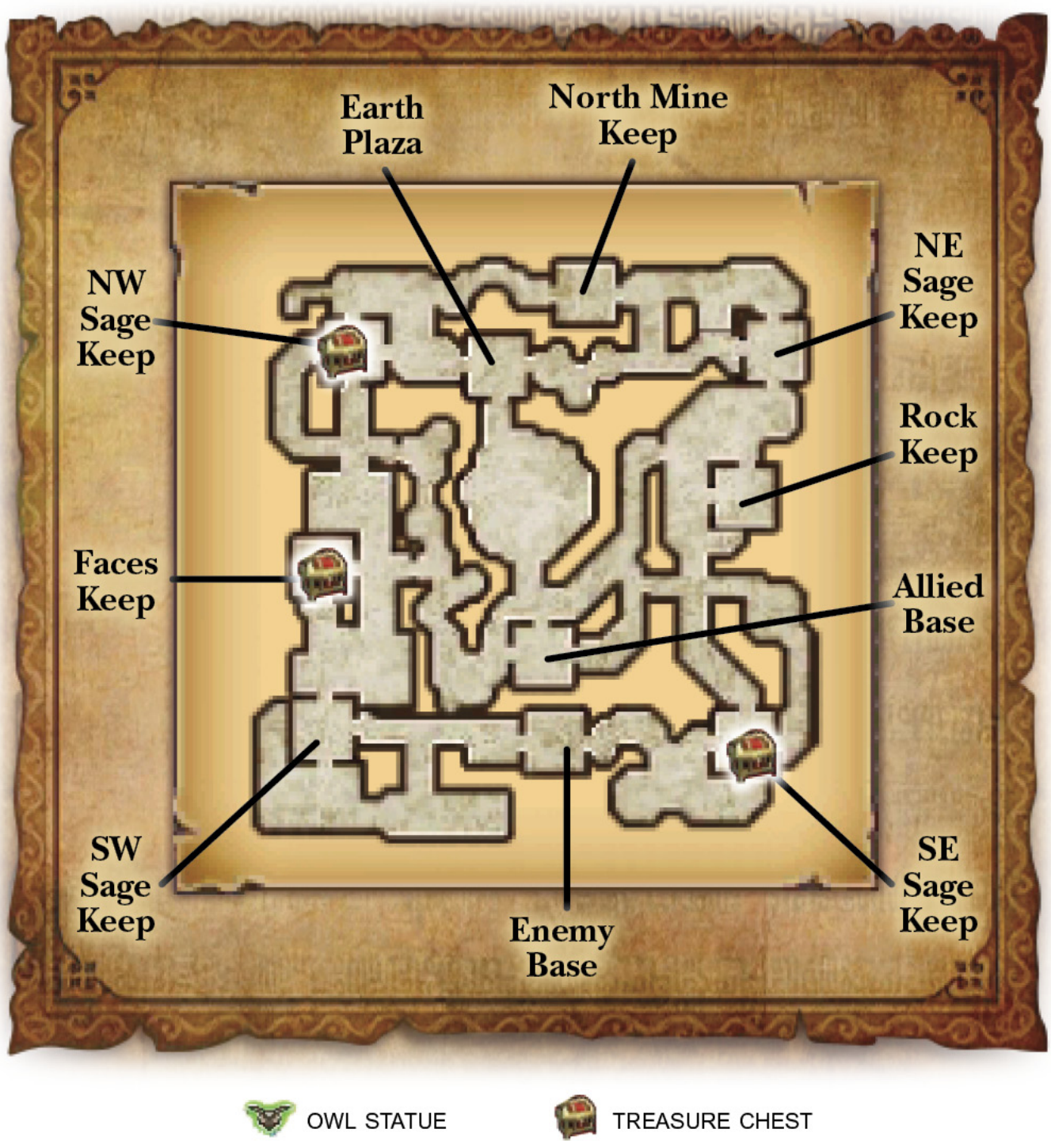
Linkle – Heart Container (A-Rank)	Linkle – Piece of Heart (Treasure)
1,000 KO Skulltula	Second Gold Skulltula

Search Item

None

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions

Defeat Ganondorf

Defeat Conditions

Cia or a Messenger flees, or the Allied Base falls

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep opens up.

DEFEAT THE ENEMY COMMANDER

You can find Ganondorf in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the NW Sage Keep first, however.

DEFEAT PHANTOM GANON TO WIN

There are two ways to reveal Phantom Ganon's Weak Point Mark: Wait until he throws a white ball of energy at you, then hit it back and volley until he gets hit by it; or get behind him and attack his back before, during or after he attacks you with his swords. He has a plethora of attacks that are fast and cover a lot of distance, so be on your guard while fighting him and keep revealing that Weak Point Mark to bring him down.

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Hyrule Warriors Legends

Great Sea Map
D-9

MISSING ENEMIES

You must use the Sea Chart Item Card on the sea spray in the Search Screen to make the enemies appear in this Scenario.

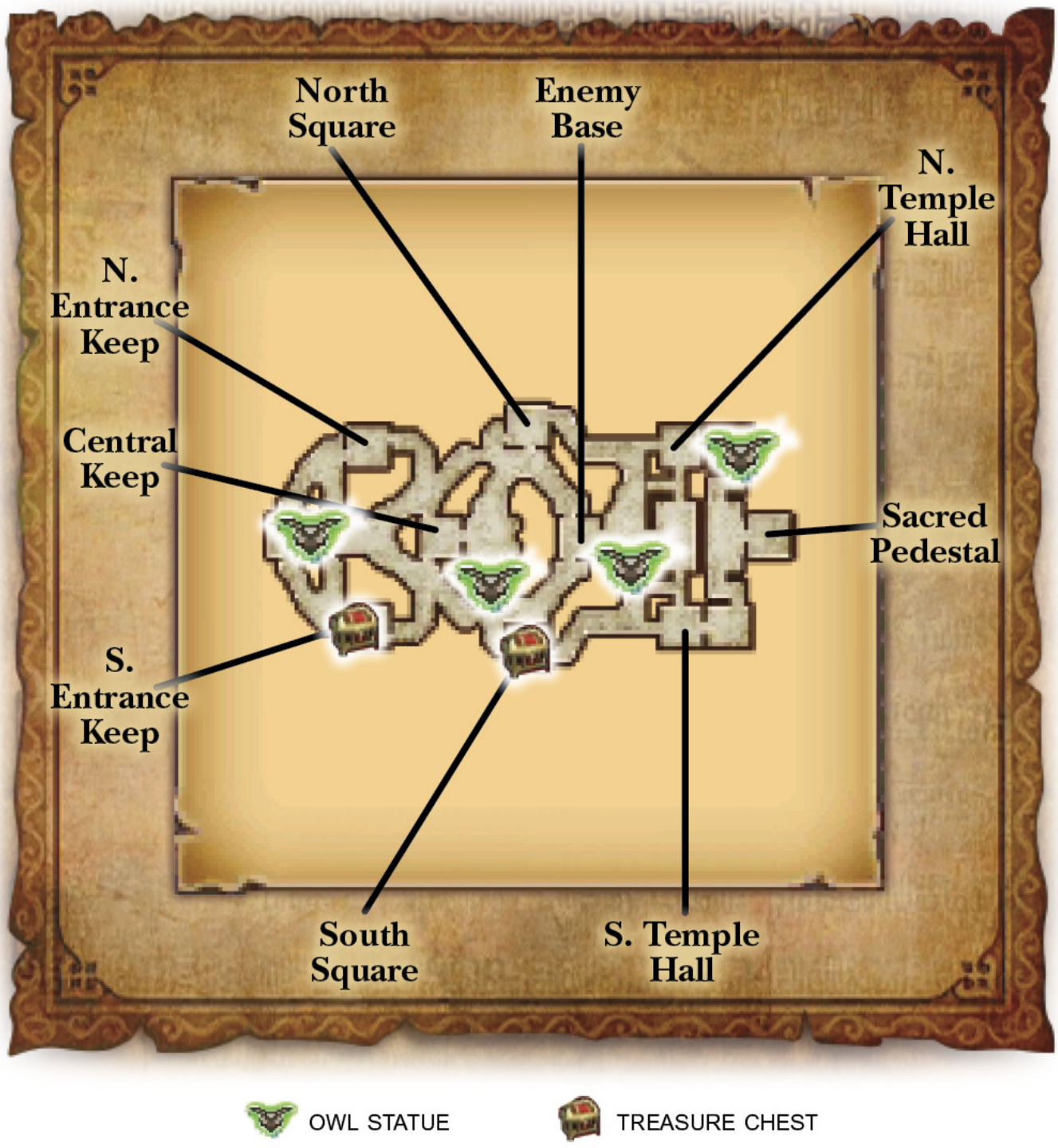
ADVENTURE BATTLE:

HAVE A SHOWDOWN BETWEEN HERO AND IMP!

Unlockables
Young Link – Heart Container (Treasure)
1,000 KO Skulltula
Second Gold Skulltula

Search Item
Salvage Arm: Young Link's Furious Deity Mask (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Skull Kid	Zelda Flees

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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Hyrule Warriors Legends

Great Sea Map
D-10

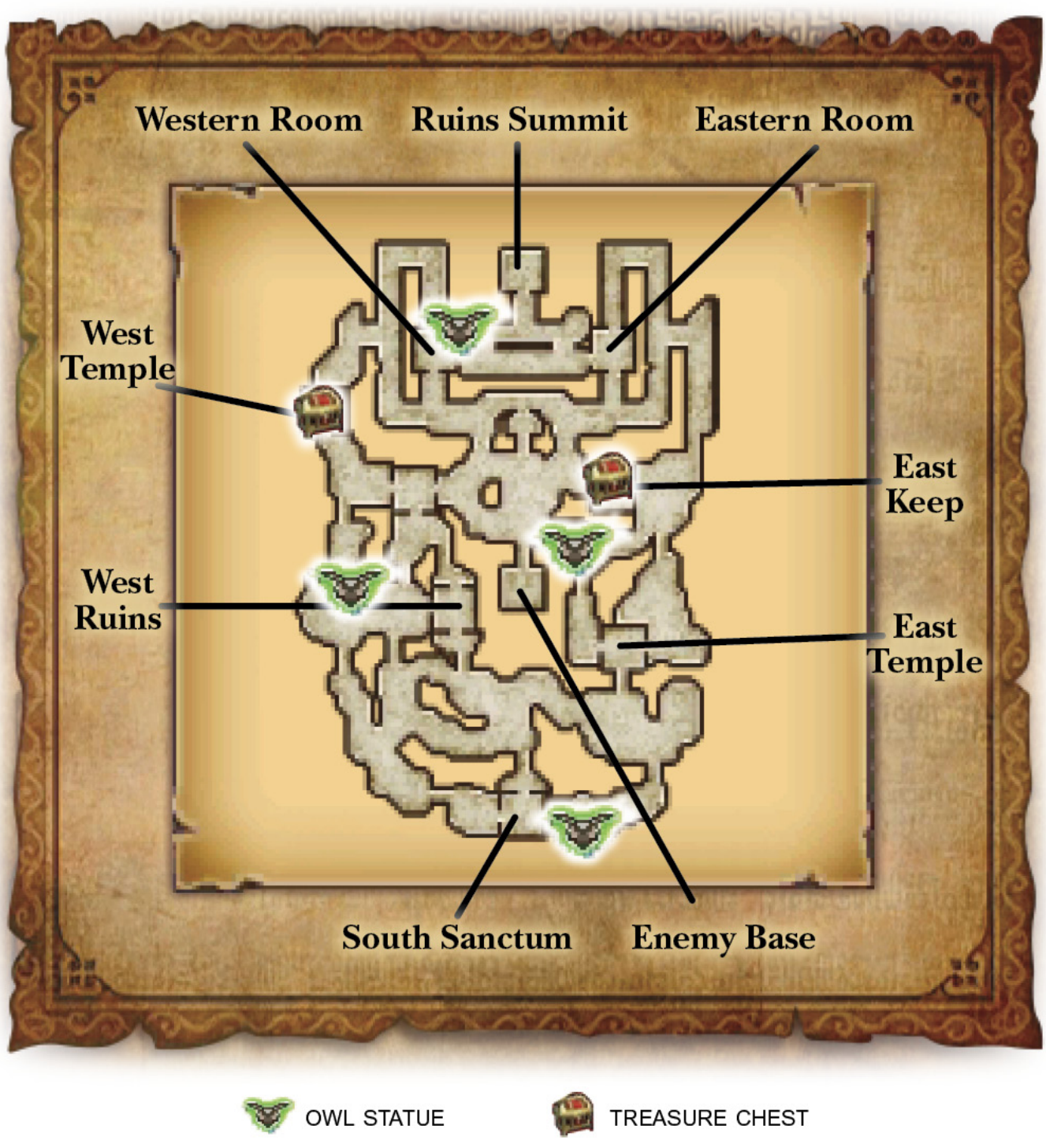
ADVENTURE BATTLE:

GET TO THOSE TROOPS BEFORE THE OTHERS DO!

Unlockables	
Deku Leaf	Midna – Heart Container (Treasure)
Fairy	

Search Item
Hyoi Pear: Midna's Twilight Shackle (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Tetra	Impa flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

THE ENEMY IS TRYING TO PERSUADE ALLIED UNITS

Recruiters appear on different sides of the battlefield and attempt to turn your troops against you. The way they do this is by defeating an enemy Captain that your allied Captains are facing. When you see something like "Attack Specialist's plight convinced Recruiter to advance toward Big Poe," that's your call to action. You need to defeat the targeted Captain (in the above example, it would be the Big Poe) or defeat the Recruiter to keep your allies from turning against you.

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Great Sea Map
D-11

DEFEAT 400 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables

Cannon

Search Item

Deku Leaf: Costume – Ruto's Standard Outfit (Great Sea)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Great Sea Map
D-12

TRAVEL MEMORIES QUIZ

Unlockables	
Hyoi Pear	Zant – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

DEFEAT THE ONE WHO ATTACKED THE WATER TEMPLE

Defeat Volga.

DEFEAT THE ONE WHO BOTCHED A RITUAL

Defeat the Ceremonial Troop.

DEFEAT THE COMPASS OWNER

Defeat Linkle.

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Great Sea Map
D-13

DEFEAT 400 ENEMIES IN TIME!

Unlockables	
Deku Leaf	Linkle – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Great Sea Map
D-14

ADVENTURE BATTLE:

DON'T LEAVE YOUR TROOPS HANGING!

Unlockables

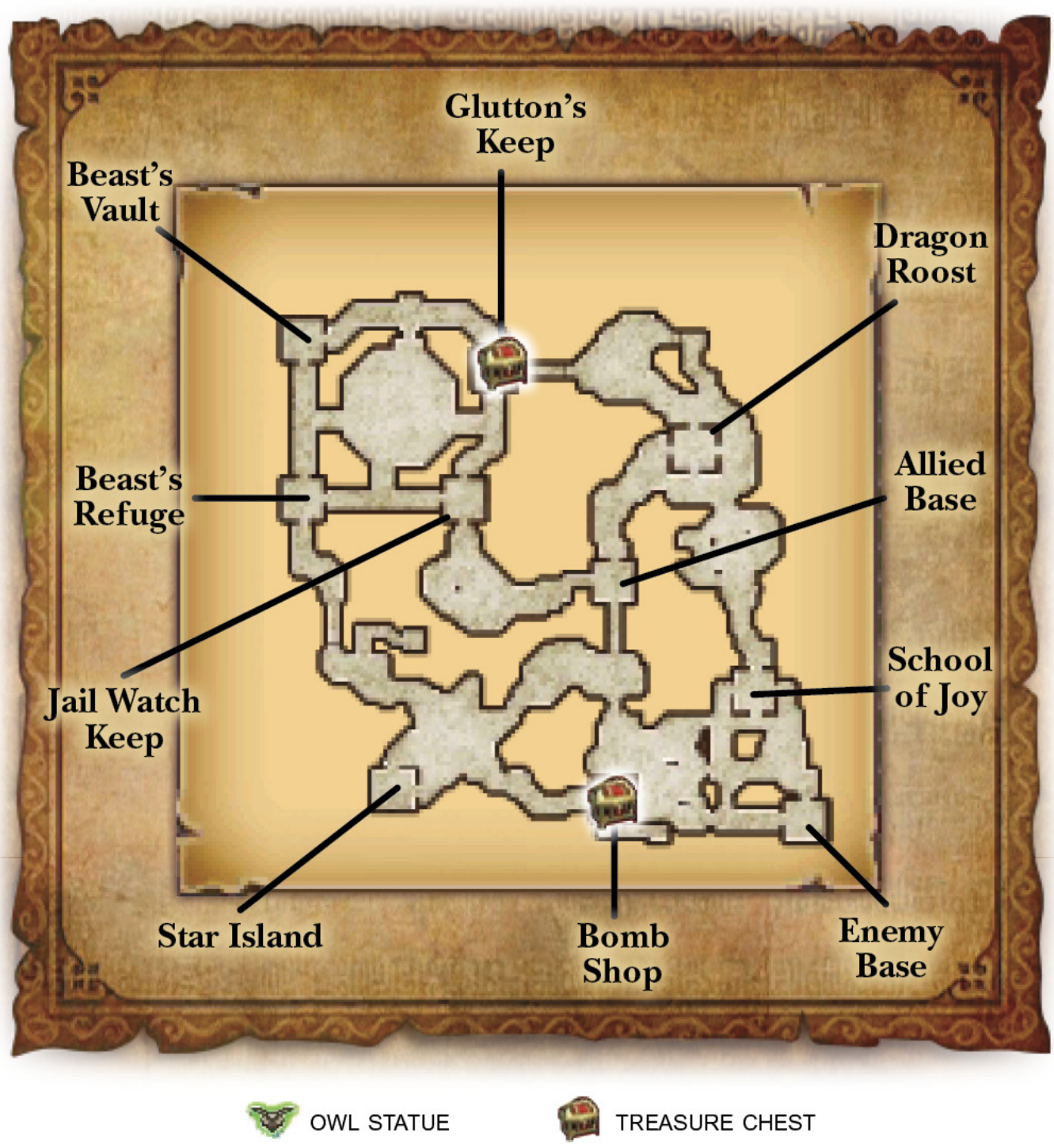
Deku Leaf	Cia – Heart Container (Treasure)
1,000 KO Skulltula	Second Gold Skulltula

Search Item

Deku Leaf: Cia's Guardian's Scepter (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions

Defeat Tetra

Defeat Conditions

Wizzro or a Messenger flees, or the Allied Base falls

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they reach the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep opens up.

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Hyrule Warriors Legends

Great Sea Map
E-1

HEADWINDS

There are headwinds on this square that prevent you from moving north. To remove them, use a Wind Waker Item Card on the Search Screen.

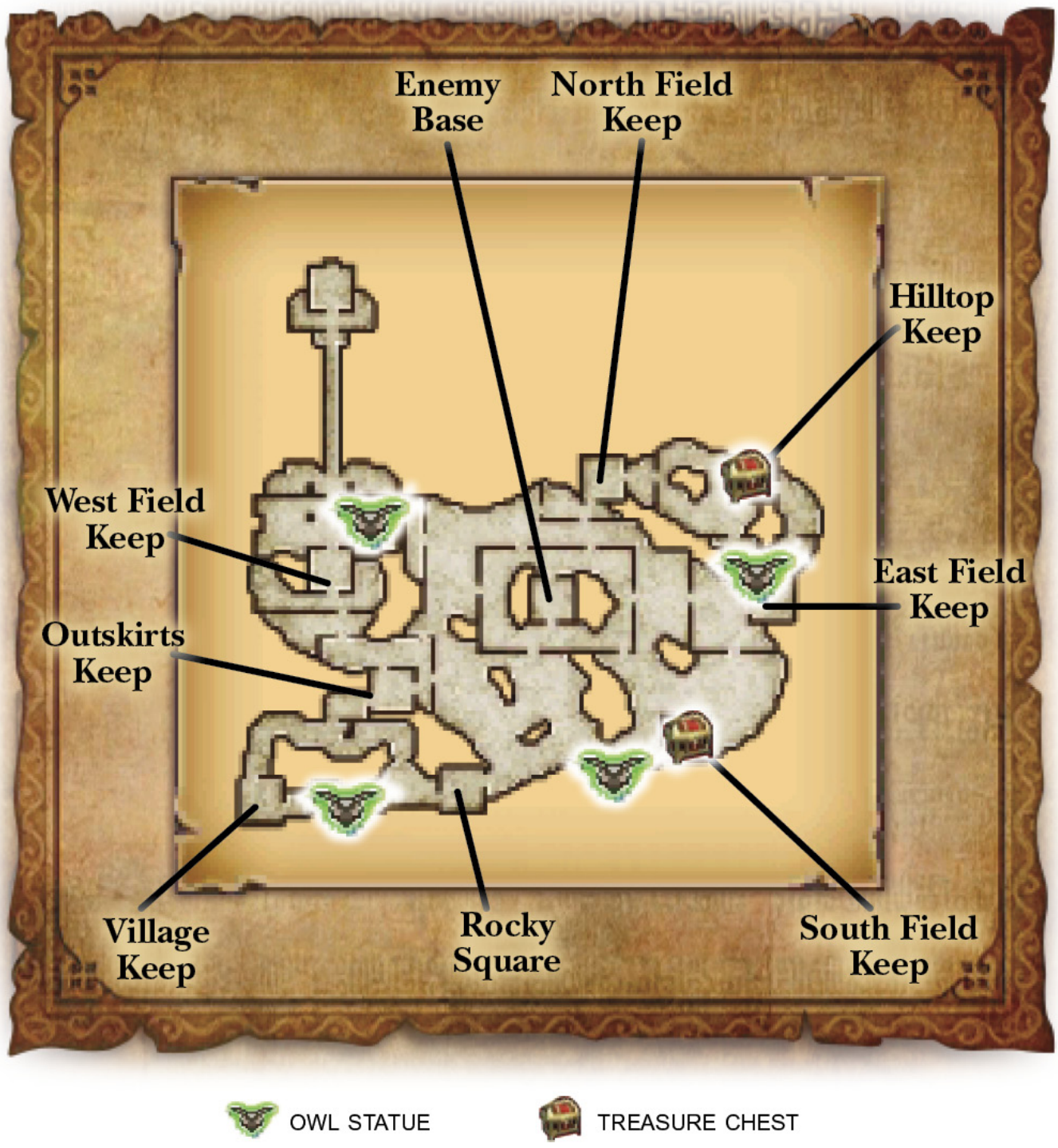
ADVENTURE BATTLE:

PIERCE THROUGH ENEMY DEFENSES!

Unlockables	
Cannon	Fairy Clothing: Make-Up (Treasure)
Fairy Food: Plant	

Search Item
Deku Leaf: Link's Enhanced Spinner (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Zelda	Twili Midna Flees

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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Hyrule Warriors Legends

Great Sea Map
E-2

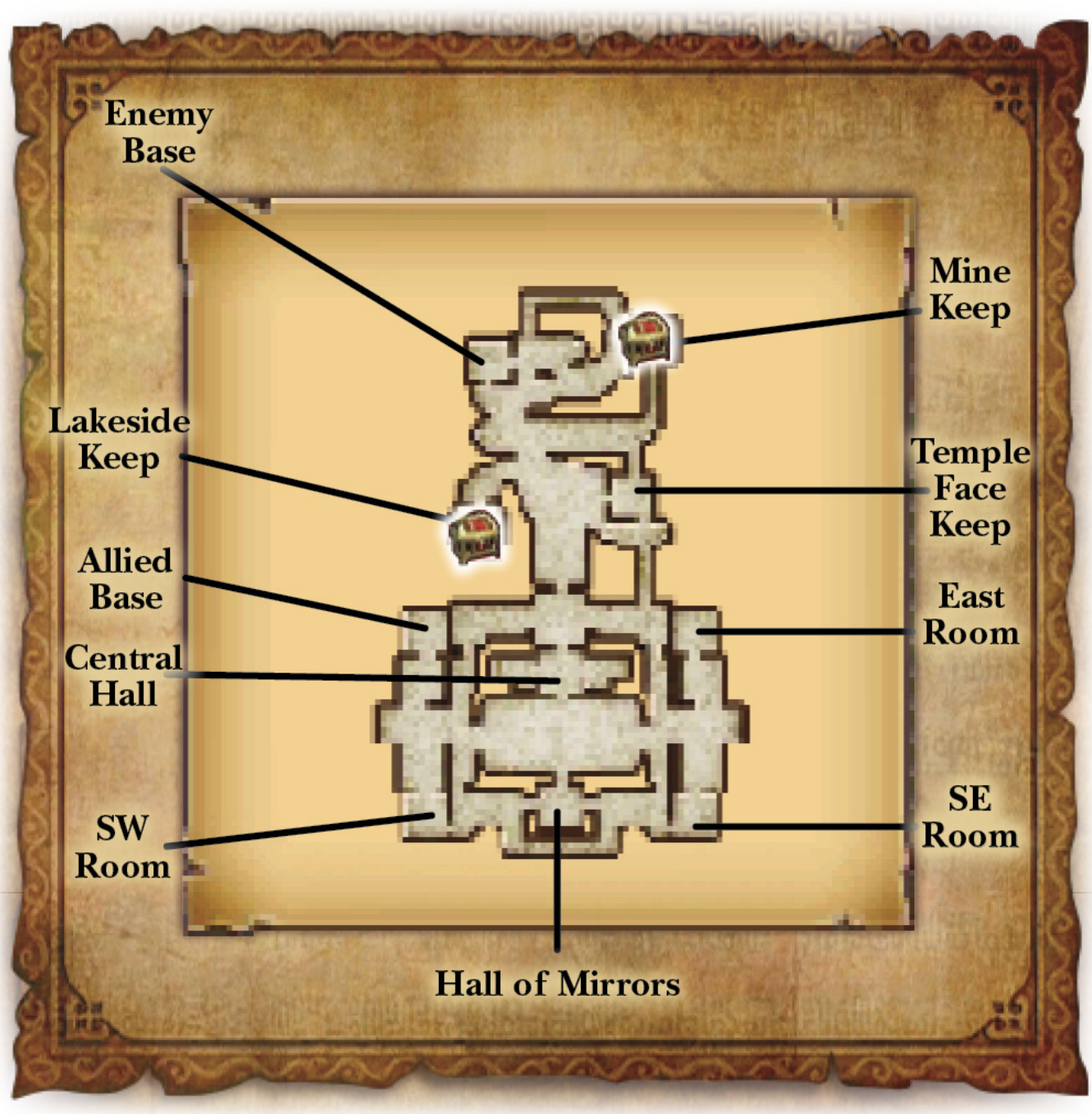
ADVENTURE BATTLE:

FIGHT THE HEROES OF THE WIND WAKER!

Unlockables
None

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions
Defeat King Daphnes

Defeat Conditions
Ganondorf flees or the Allied Base falls

Great Sea Rule: No Item Attacks
Use a Hero's Bow Item Card on the tornado to remove this rule

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu that's on the south end of the battlefield. After defeating that Bombchu, immediately head to the Central Hall Keep. The second Bombchu's destination is that Keep, so intercept it on its way there, or destroy it while it's in the Keep. The final Bombchu has a long trip from the north side of the map to the Allied Base, so you don't have to rush too much.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

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Great Sea Map
E-3

MAJORA'S MASK QUIZ

Unlockables
Compass
Tingle – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

DEFEAT THE MAP MAKER

Defeat Tingle.

DEFEAT THE TRICKSTER

Defeat Skull Kid.

DEFEAT THE FIERCE DEITY'S MASK OWNER

Defeat Young Link.

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Hyrule Warriors Legends

Great Sea Map
E-4

WIN THE KO COMPETITION!

Unlockables
Cannon

Search Item
Salvage Arm: Costume – Wizzro's Standard Outfit (Great Sea)

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Great Sea Map
E-5

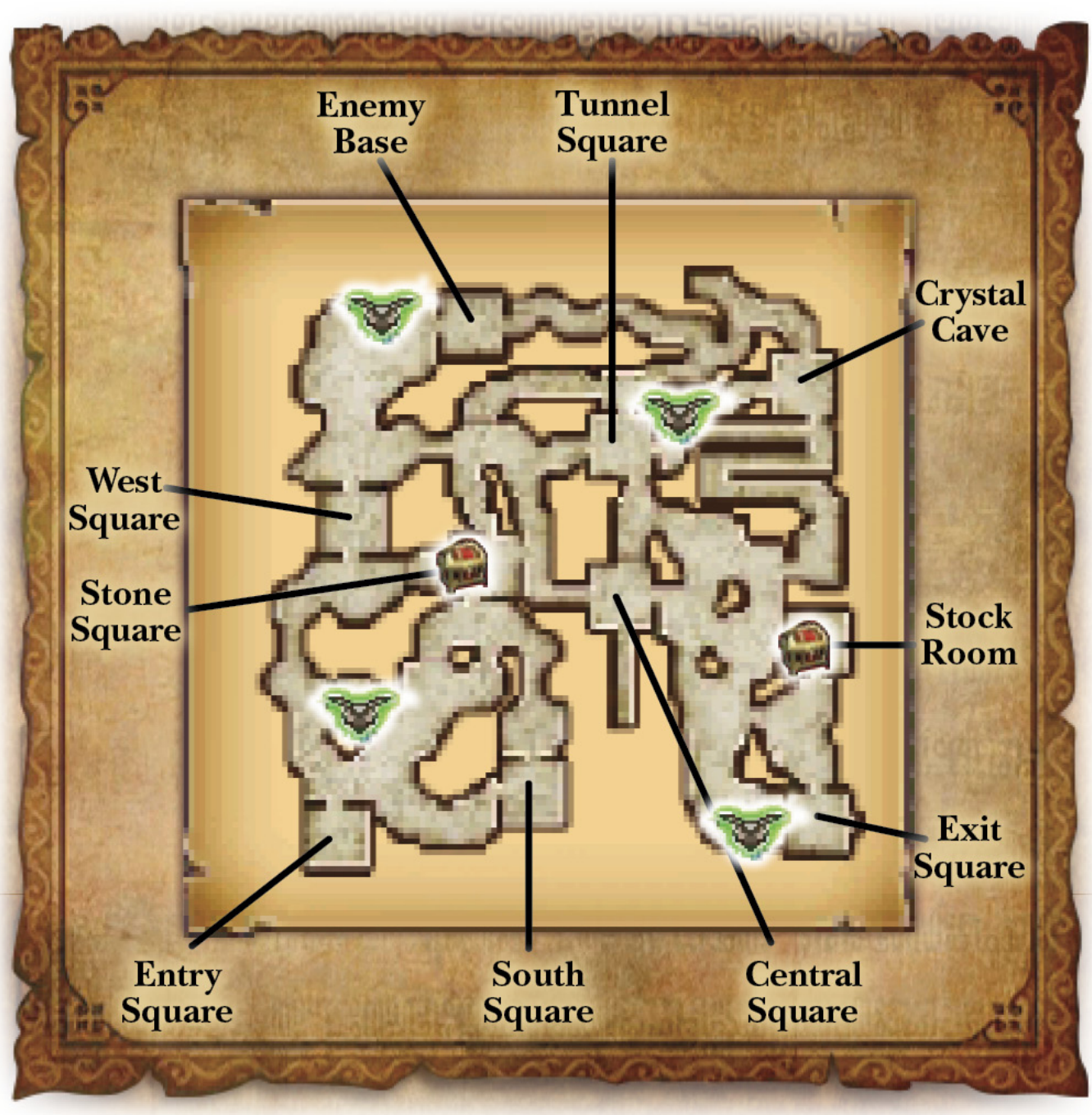
ADVENTURE BATTLE:

BE COURAGEOUS AND PROTECT YOUR KEEPS!

Unlockables
Deku Leaf
King Daphnes – Heart Container (A-Rank)
King Daphnes – Piece of Heart (Treasure)
Fairy Clothing: Make-Up (Treasure)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Tetra	Impa flees

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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Great Sea Map
E-6

RACK UP YOUR KO COUNT!

Unlockables
Salvage Arm

Search Item
Deku Leaf: Costume – Darunia's Standard Outfit (Great Sea)

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Great Sea Map
E-7

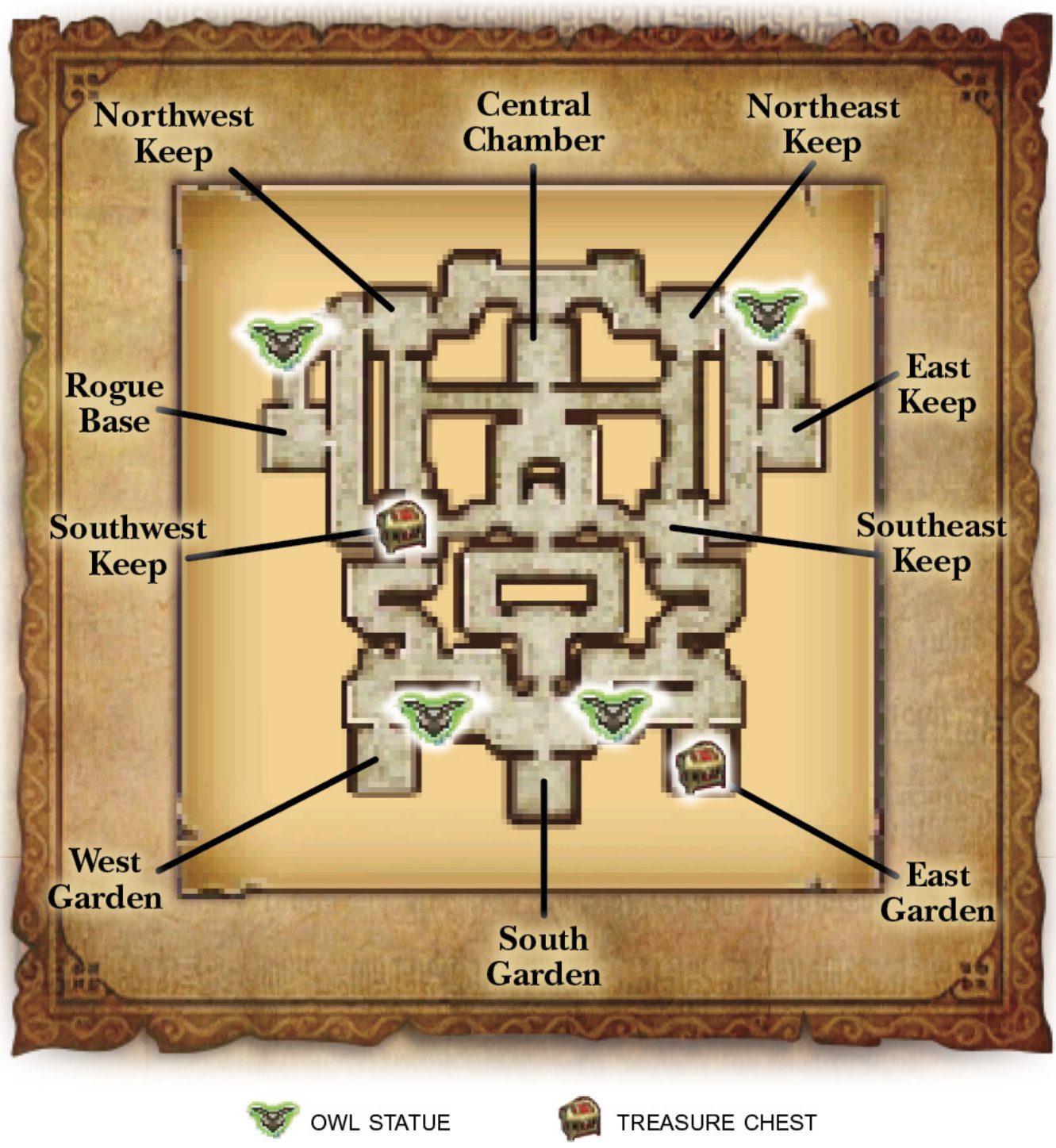
ADVENTURE BATTLE:

FIGHT AS A WARRIOR OF FIRE

Unlockables
None

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Zelda	Link flees

Great Sea Rule: Double Damage
Use a Cannon Item Card on the warship to remove this rule

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

THE ENEMY IS TRYING TO PERSUADE ALLIED UNITS

Recruiters appear on different sides of the battlefield and attempt to turn your troops against you. The way they do this is by defeating an enemy Captain that your allied Captains are facing. When you see something like “Attack Specialist’s plight convinced Recruiter to advance toward Big Poe,” that’s your call to action. You need to defeat the targeted Captain (in the above example, it would be the Big Poe) or defeat the Recruiter to keep him from turning your allies against you.

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Hyrule Warriors Legends

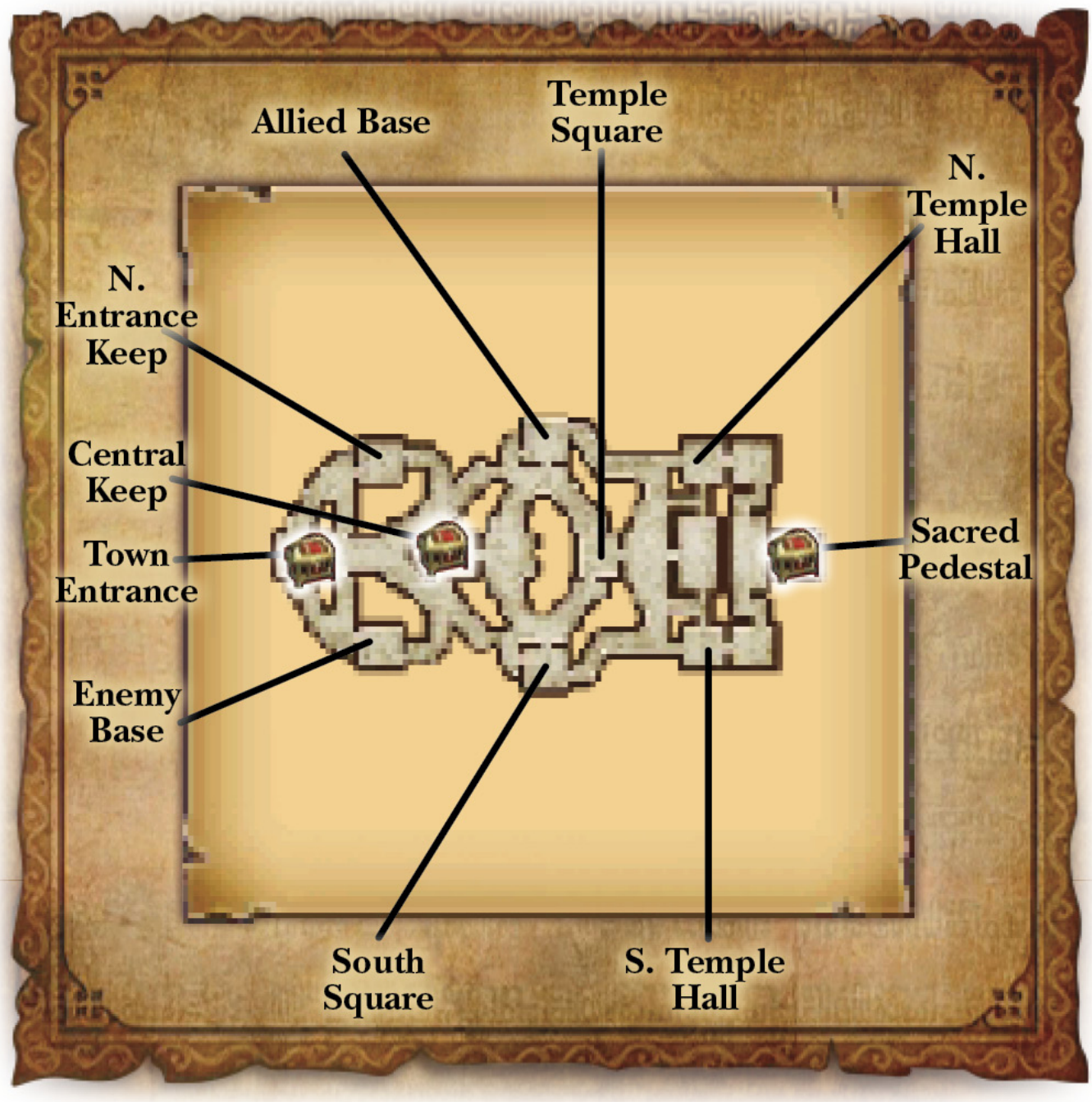
Great Sea Map
E-8

FINAL BATTLE: DEFEAT THE DRAGON OF THE TOWER!

Unlockables	
King Daphnes – Heart Container (A-Rank)	
King Daphnes – Piece of Heart (Treasure)	
1,000 KO Skulltula	Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Twili Midna	Skull Kid flees or the Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu that's on the south side of the battlefield. After defeating that Bombchu, immediately head to the N. Central Hall Keep. The second Bombchu's destination is that Keep, so intercept it on its way there, or destroy it while it's in the Keep. The final Bombchu is on the west side of the map, near the Enemy Base Keep. Destroy it before it can reach the Allied Base Keep; you lose the battle if it self-destructs while inside that Keep.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

DEFEAT THE ENEMY COMMANDER

You can find Twili Midna in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Sacred Pedestal Keep first, however.

DEFEAT ARGOROK TO WIN

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

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HYRULE WARRIORS LEGENDS

Great Sea Map
E-9

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Salvage Arm

Search Item
Hyoi Pear: Costume – Ganondorf's Standard Outfit (Great Sea)

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

THE IMPRISONED

To defeat The Imprisoned, destroy its toes. Watch out for the shock waves it creates when it steps. Alternate between feet whenever The Imprisoned is walking. Once you destroy all of its toes, it falls over and its Weak Point Mark appears. Repeat this and perform a handful of Weak Point Smashes to win.

PHANTOM GANON

There are two ways to reveal Phantom Ganon's Weak Point Mark: Wait until he throws a white ball of energy at you, then hit it back and volley until he gets hit by it; or get behind him and attack his back before, during or after he attacks you with his swords. He has a plethora of attacks that are fast and cover a lot of distance, so be on your guard while fighting him and keep revealing that Weak Point Mark to bring him down.

GANON

Pay close attention to Ganon's attacks: He emulates every Giant Boss except for The Imprisoned, and you must hit him with item that the Giant Boss he's emulating is weak to. As a refresher, if he holds out his right hand and begins charging a fireball, race in and throw Bombs at his hand. If he lifts his left hand and begins charging a blue energy ball, dodge out of the way of the attack and shoot his hand with the Bow. If his shoulder spikes open up and begin firing small spikes, hit them with the Boomerang as soon as they are finished firing. If he flies into the air, pull him down with the Hookshot.

Once you've destroyed each of his parts, he begins performing attacks that make the gem on his head glow. When you see it glow, shoot him with your Bow to make him reveal his Weak Point Mark. Perform a handful of Smashes to defeat him.

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HYRULE WARRIORS LEGENDS

Great Sea Map
E-10

ADVENTURE BATTLE:

DEFEAT THE BARRIER SPECIALIST FORCES!

Unlockables	
Salvage Arm	Darunia – Heart Container (Treasure)
1,000 Gold Skulltula	Second Gold Skulltula

Search Item
Salvage Arm: Darunia's Igneous Hammer (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Cia	Volga flees or the Allied Base falls

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that help remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it will only stay marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

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Great Sea Map
E-11

DEFEAT 400 ENEMIES IN TIME!

Unlockables

None

Search Item

Deku Leaf: Costume – Sheik's Standard Outfit (Great Sea)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Great Sea Map
E-12

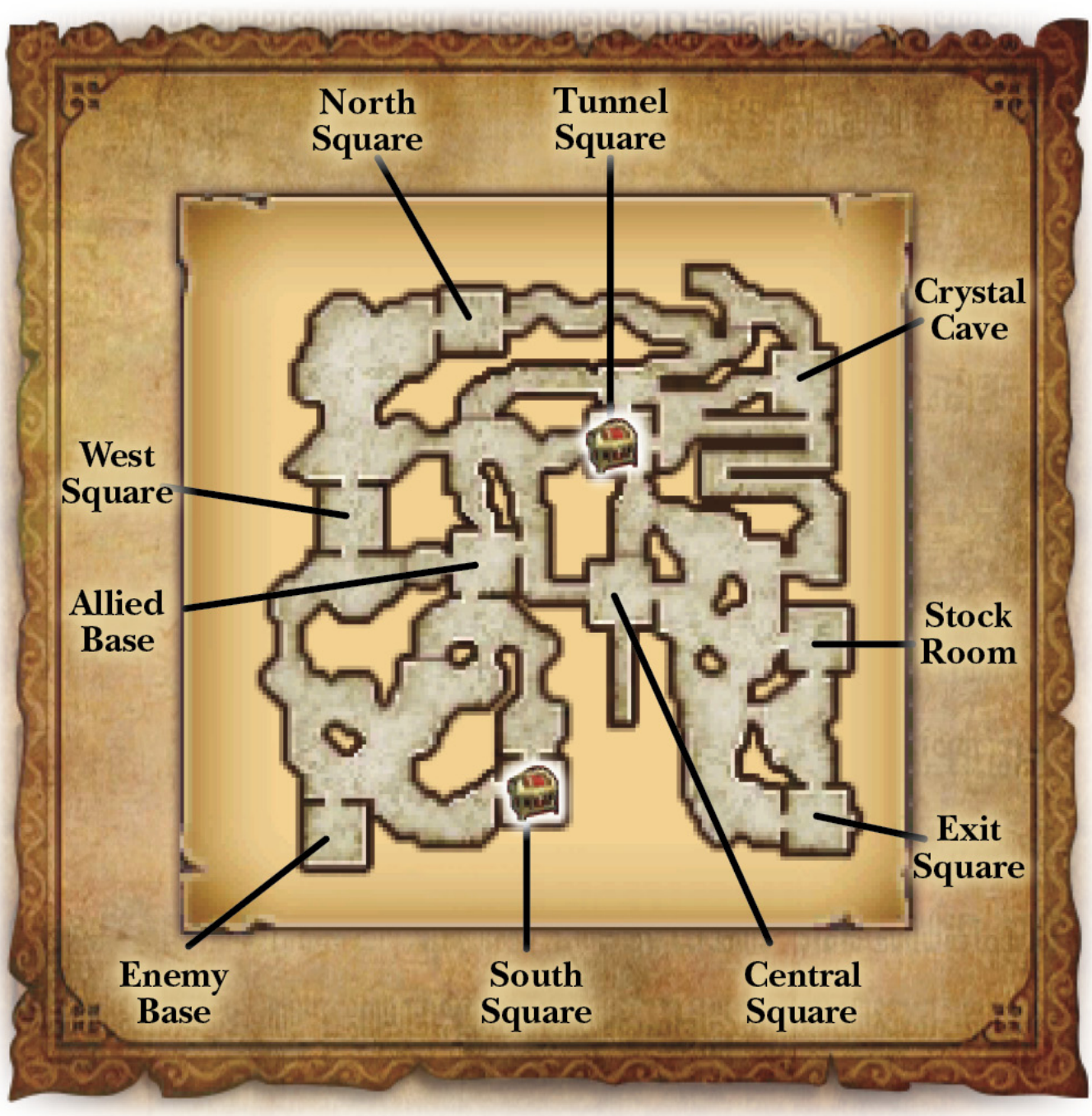
ADVENTURE BATTLE:

STRENGTHEN YOUR ARMY AND DEFEAT THE ENEMY!

Unlockables
Salvage Arm
King Daphnes – Heart Container (Treasure)
King Daphnes – Piece of Heart (A-Rank)
Fairy Clothing: Make-Up (Treasure)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions
Defeat Wizzro

Defeat Conditions
Toon Link or a Messenger flees, or the Allied Base falls

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep opens up.

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Great Sea Map
E-13

WIN THE KO COMPETITION!

Unlockables	
Hyoi Pear	Tetra – Heart Container (A-Rank)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

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Great Sea Map
E-14

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Compass

Search Item
Hyoi Pear: Costume – Twili Midna's Standard Outfit (Great Sea)

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

MANHANDLA

To defeat Manhandla, you need to wait until its stalks turn green, then hit them with the Boomerang. Once you've hit all four, Manhandla uproots and its Weak Point Mark are revealed. Hit it with a handful of Weak Point Smashes to make short work of the monstrous man-eater.

GOHMA

To defeat Gohma, use your Bow to shoot its eye when it turns blue to reveal its Weak Point Mark. Hit it with a handful of Weak Point Smashes to win.

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HYRULE WARRIORS LEGENDS

Great Sea Map
F-1

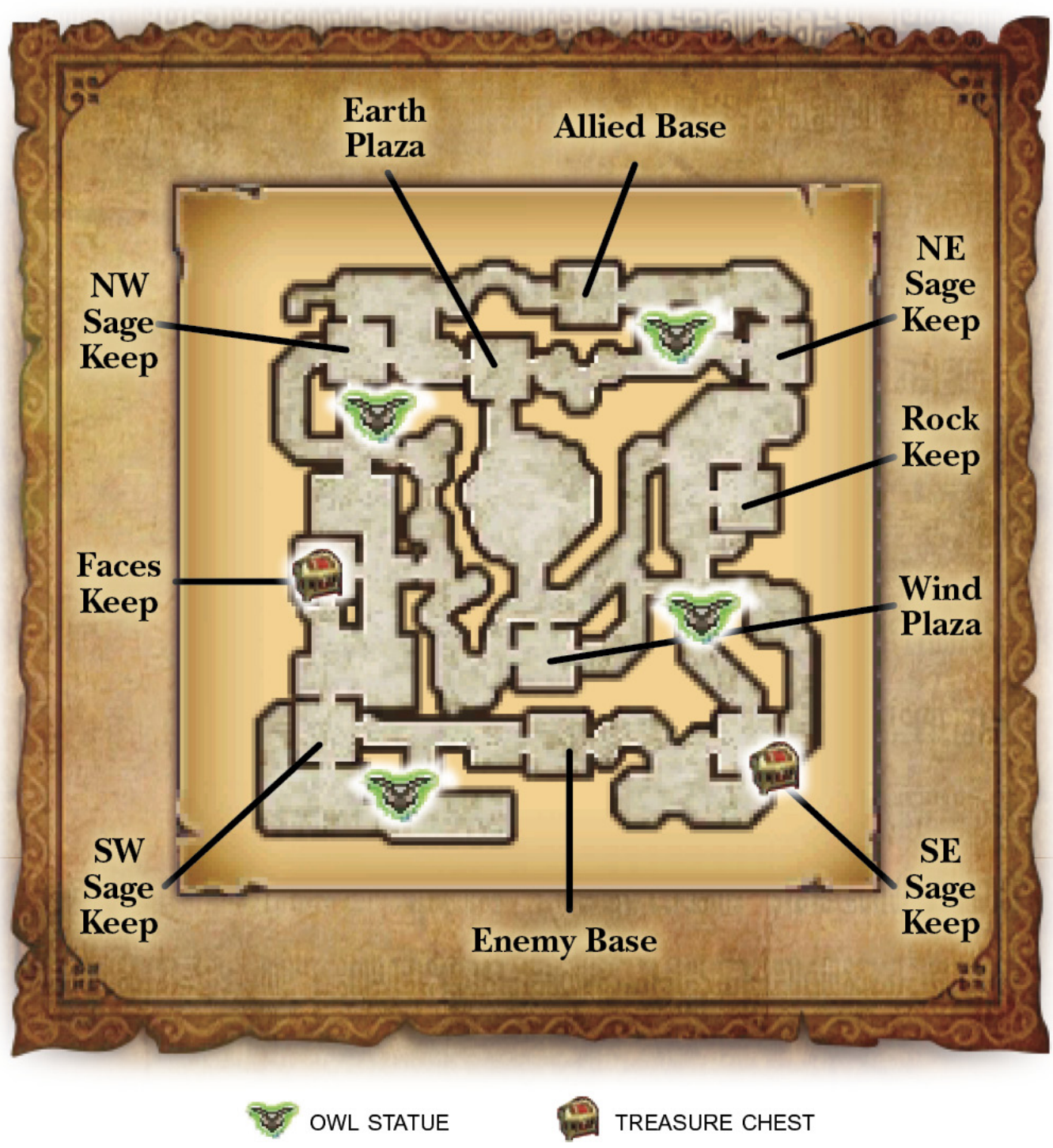
ADVENTURE BATTLE:

DESTROY ENEMIES AND TRAITORS ALIKE!

Unlockables
None

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat King Daphnes	Twili Midna or the Allied Base falls

Great Sea Rule: No Item Attacks
Use a Hero's Bow Item Card on the tornado to remove this rule

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in one of the five Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stops converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat him to complete the mission.

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HYRULE WARRIORS LEGENDS

Great Sea Map
F-2

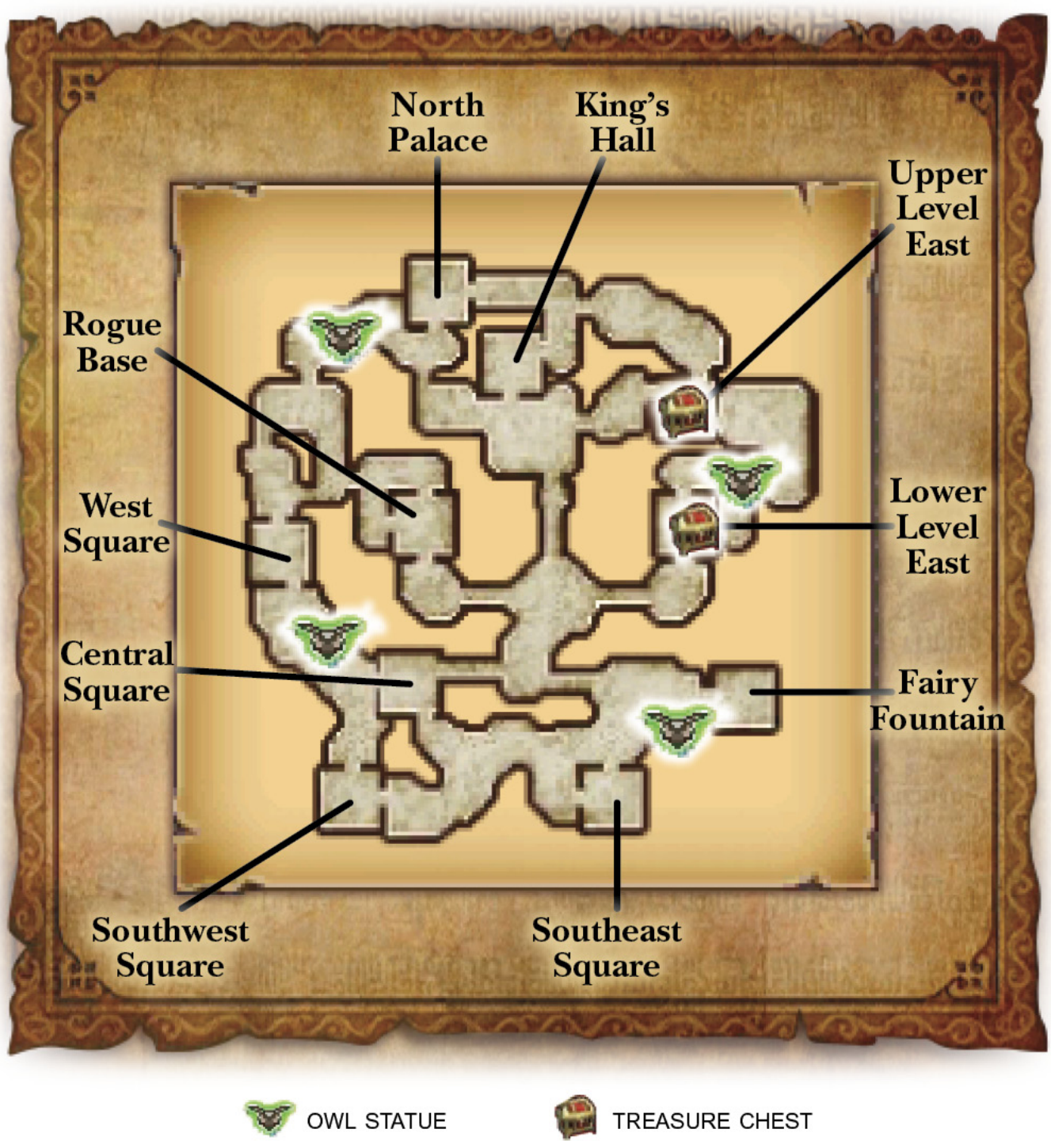
ADVENTURE BATTLE:

GET TO THOSE TROOPS BEFORE THE OTHERS DO!

Unlockables	
Salvage Arm	Ganondorf – Heart Container (Treasure)
Fairy	Fairy Food: Feast

Search Item
Deku Leaf: Ganondorf's Swords of Darkness (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Sheik	Zant flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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Great Sea Map
F-3

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Deku Leaf

Search Item
Salvage Arm: Costume – Linkle's Standard Outfit (Great Sea)

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

PHANTOM GANON

There are two ways to reveal Phantom Ganon's Weak Point Mark: Wait until he throws a white ball of energy at you, then hit it back and volley until he gets hit by it; or get behind him and attack his back before, during or after he attacks you with his swords. He has a plethora of attacks that are fast and cover a lot of distance, so be on your guard while fighting him and keep revealing that Weak Point Mark to bring him down.

ARGOROK

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

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HYRULE WARRIORS LEGENDS

Great Sea Map
F-4

MISSING ENEMIES

You must use the Hammer Item Card on the switch in the Search Screen to make the enemies appear in this Scenario.

ADVENTURE BATTLE:

FIGHT AS A WARRIOR OF WATER

Unlockables

None

Search Item

None

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions

Defeat Cia.

Defeat Conditions

Twili Midna or a Messenger flees, or the Allied Base falls.

Great Sea Rule: Don't Get Hit

Use a Boomerang Item Card on the Big Octo to remove this rule.

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep opens up.

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Great Sea Map
F-5

DEFEAT 500 ENEMIES IN TIME!

Unlockables
Compass
Darunia – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

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Great Sea Map

F-6

DEFEAT ALL ENEMIES!

Unlockables	
Deku Leaf	Skull Kid – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Great Sea Map
F-7

MISSING ENEMIES

You must use the Sea Chart Item Card on the sea spray in the Search Screen to make the enemies appear in this Scenario.

DEFEAT 400 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables
Fi – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Great Sea Map
F-8

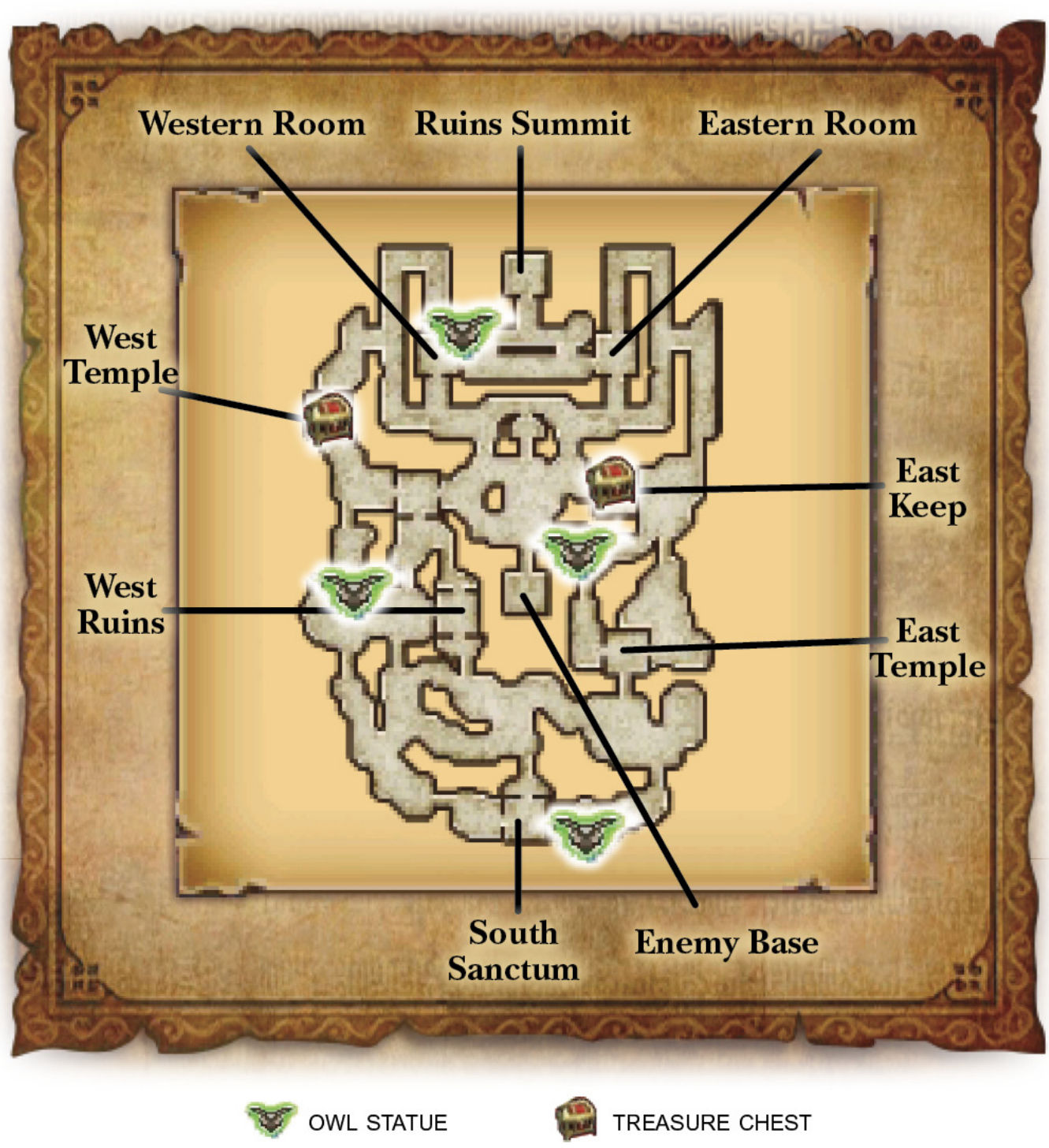
ADVENTURE BATTLE:

DESTROY THE ARMY WITH BOOSTED MORALE!

Unlockables
Deku Leaf
Ghirahim – Heart Container (Treasure)
Fairy Clothing: Make-Up (Treasure)
Fairy Food: Plant

Search Item
Deku Leaf: Ghirahim's Demon Longsword (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Wizzro	Sheik flees

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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Great Sea Map
F-9

DEFEAT 400 ENEMIES IN TIME!

Unlockables	
Salvage Arm	Tetra – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

TM & © 2016 Nintendo.

Great Sea Map

F-10

DEFEAT ALL ENEMIES!

Unlockables
Hero's Bow

Search Item
Salvage Arm: Costume – Lana's Standard Outfit (Great Sea)

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Great Sea Map
F-11

DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE BEAST OF THE FOREST!

Unlockables

Sea Chart

King Daphnes – Heart Container (Treasure)

King Daphnes – Piece of Heart (A-Rank)

Fairy Clothing: Headwear (Treasure)

Search Item

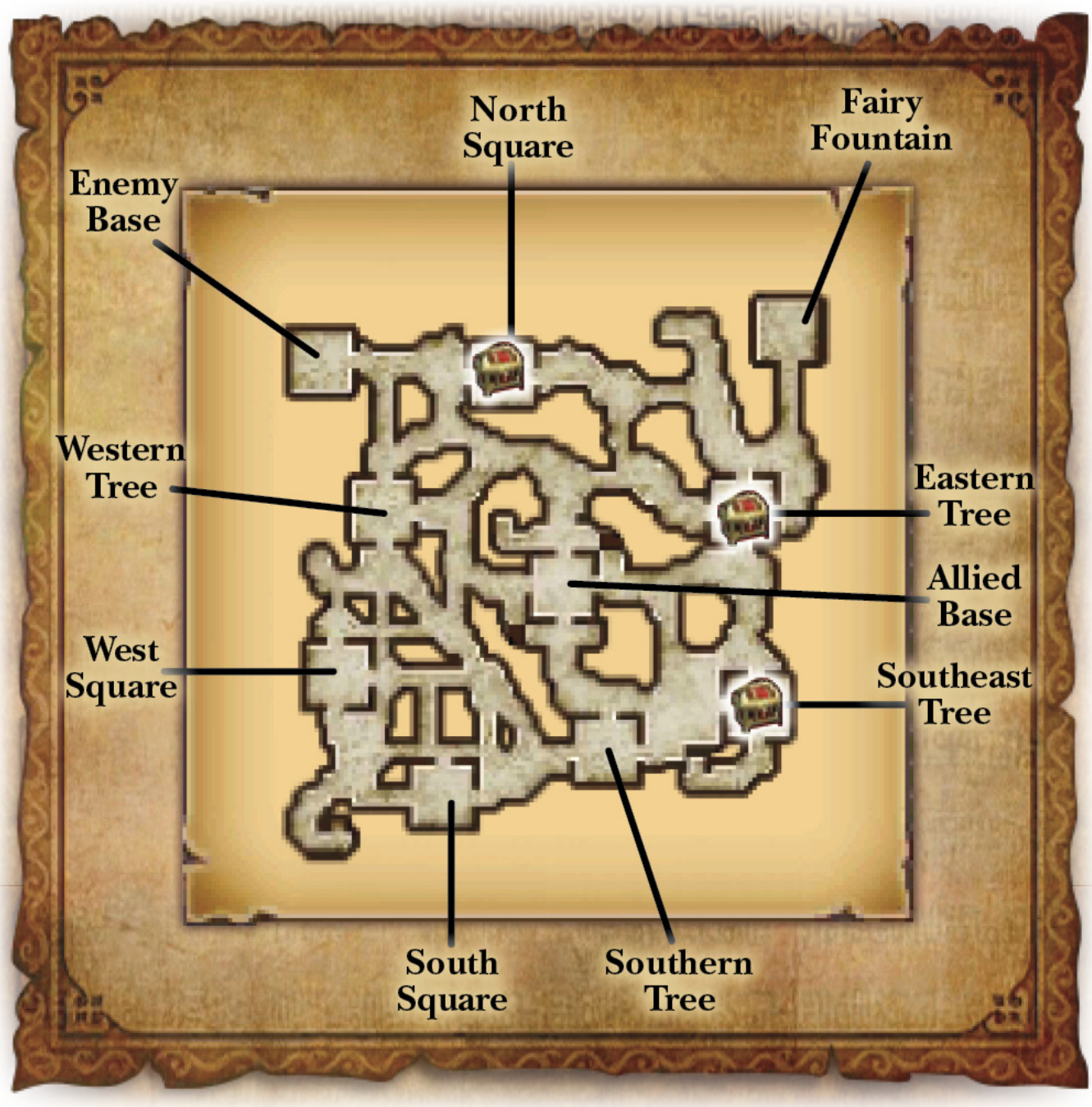
None

A-Rank

KOs – 1,200 enemies or more

TIME – 15 minutes or less

DAMAGE – 10,000 damage or less



OWL STATUE TREASURE CHEST

Victory Conditions

Defeat Volga

Defeat Conditions

Lana or a Messenger flees, or the Allied Base falls

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep opens up.

DEFEAT THE ENEMY COMMANDER

You can find Volga in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Eastern Tree Keep first, however.

DEFEAT MANHANDLA TO WIN

To defeat Manhandla, wait until its stalks turn green, then hit them with the Boomerang. Once you've hit all four, Manhandla uproots and its Weak Point Mark is revealed. Hit it with a handful of Weak Point Smashes to make short work of the monstrous man-eater.

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Great Sea Map
F-12

HEADWINDS

There are headwinds on this square that prevent you from moving west. To remove them, use a Wind Waker Item Card on the Search Screen.

DEFEAT 400 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables	
Deku Leaf	Tetra – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Great Sea Map
F-13

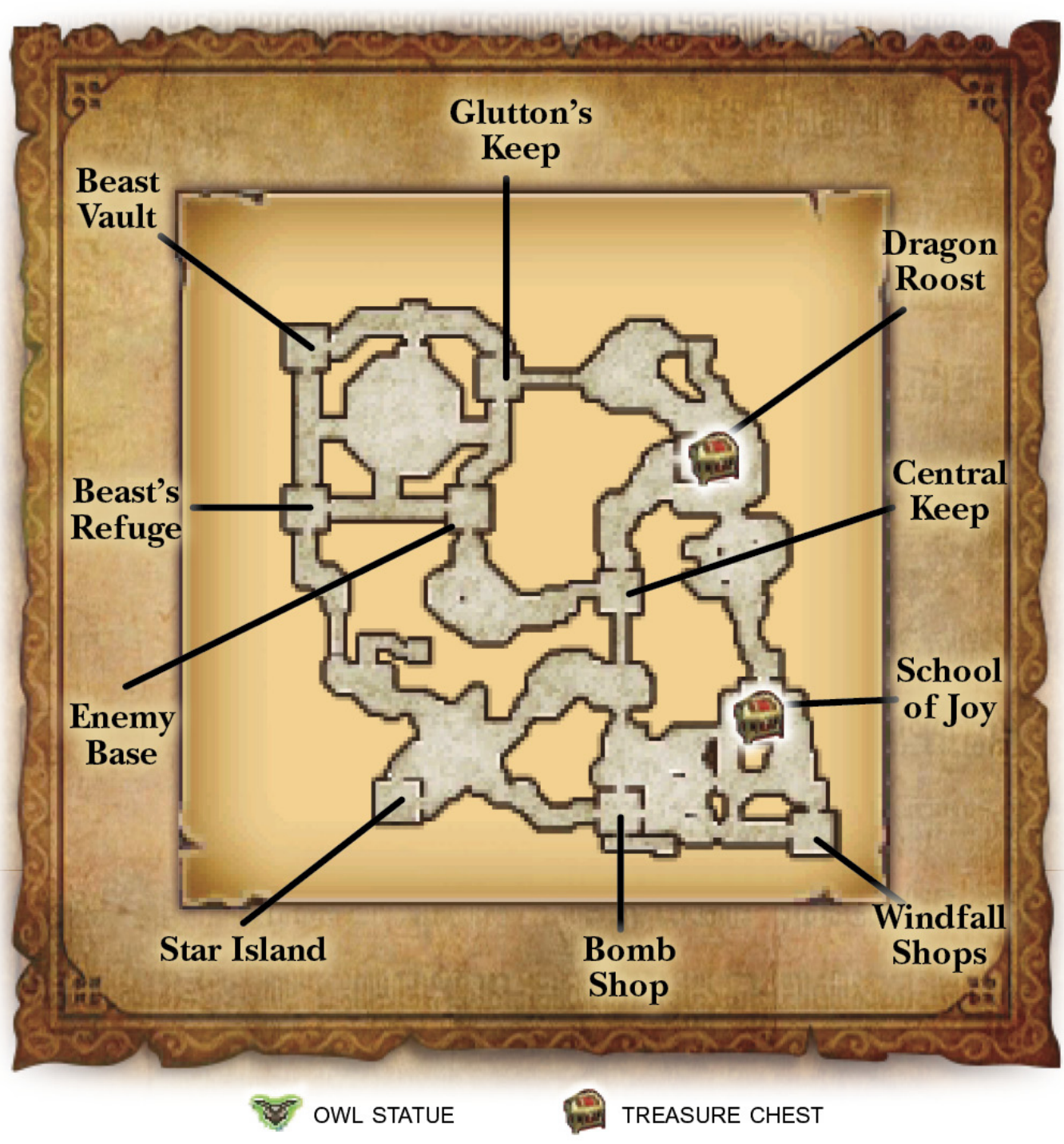
ADVENTURE BATTLE:

DESTROY THE ARMY WITH BOOSTED MORALE!

Unlockables
Wind Waker

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Impa	Tetra flees

Great Sea Rule: Double Damage
Use a Cannon Item Card on the warship to remove this rule

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains will remove the morale boost from your foes, but if the enemy team defeats any of your Captains they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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HYRULE WARRIORS LEGENDS

Great Sea Map
F-14

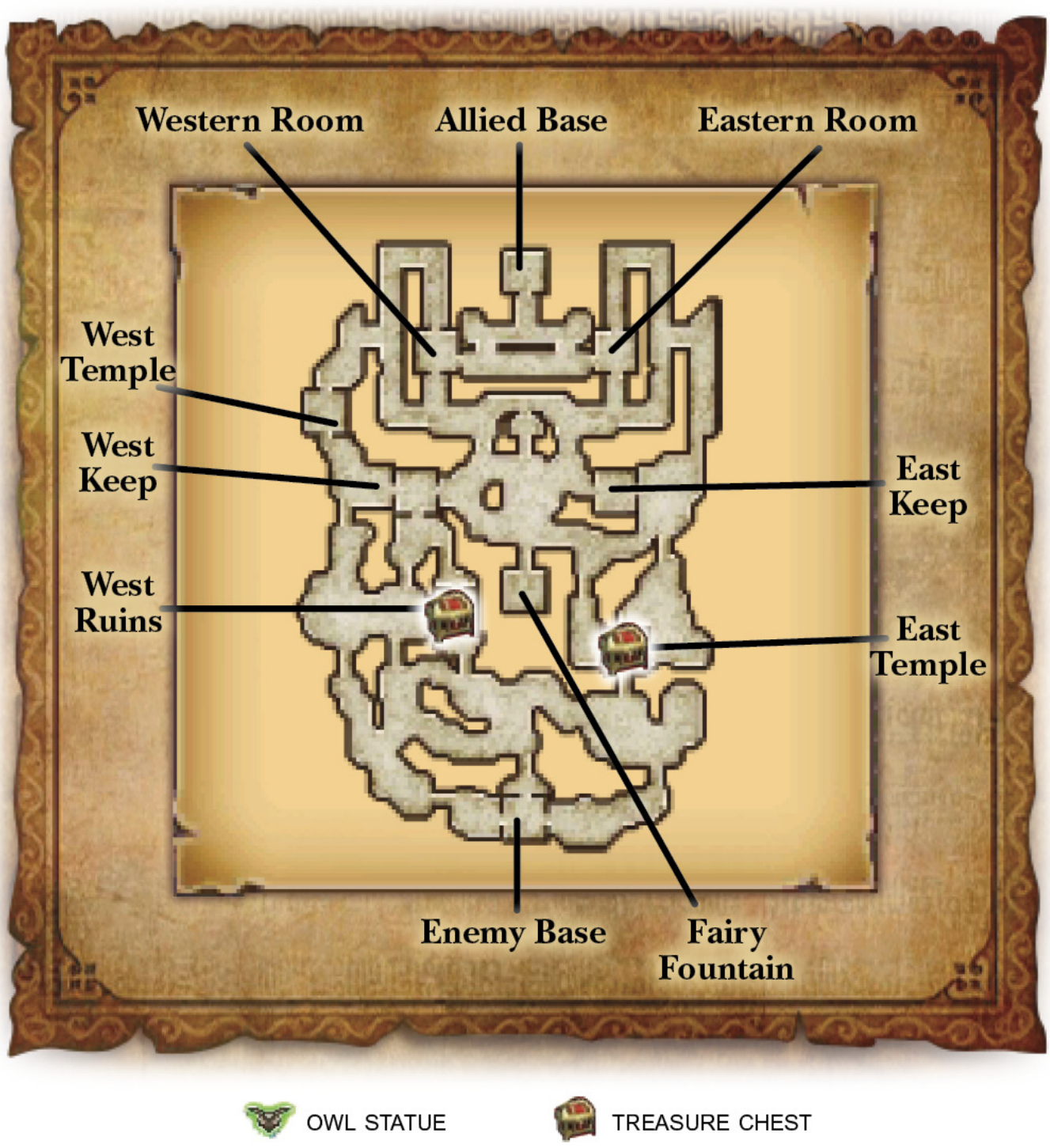
ADVENTURE BATTLE:

TRUST IN YOUR TROOPS' RESILIENCE!

Unlockables	
Salvage Arm	Fairy
Fairy Food: Plant	

Search Item
Deku Leaf: Link's Prism Rod (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Wizzro	Tetra flees or the Allied Base falls

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it will only stay marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

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HYRULE WARRIORS LEGENDS

Great Sea Map
G-1

ADVENTURE BATTLE:

STRENGTHEN YOUR ARMY AND DEFEAT THE ENEMY!

Unlockables

Wind Waker	1,000 KO Skulltula
Second Gold Skulltula	

Search Item

Hyoi Pear: Link's Twilight Epona (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions

Defeat Zant

Defeat Conditions

King Daphnes or a Messenger flees, or the Allied Base falls

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep opens up.

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Great Sea Map
G-2

TRAVEL MEMORIES QUIZ

Unlockables
Hero's Bow

Search Item
Salvage Arm: Costume – Agitha's Standard Outfit (Great Sea)

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

DEFEAT THE BANE OF THE GIANT BIRD

Defeat Tetra.

DEFEAT THE ONE SEALED UNDER THE GREAT SEA

Defeat King Daphnes.

DEFEAT THE GUARDIAN OF THE TRIFORCE

Defeat Cia.

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Hyrule Warriors Legends

Great Sea Map
G-3

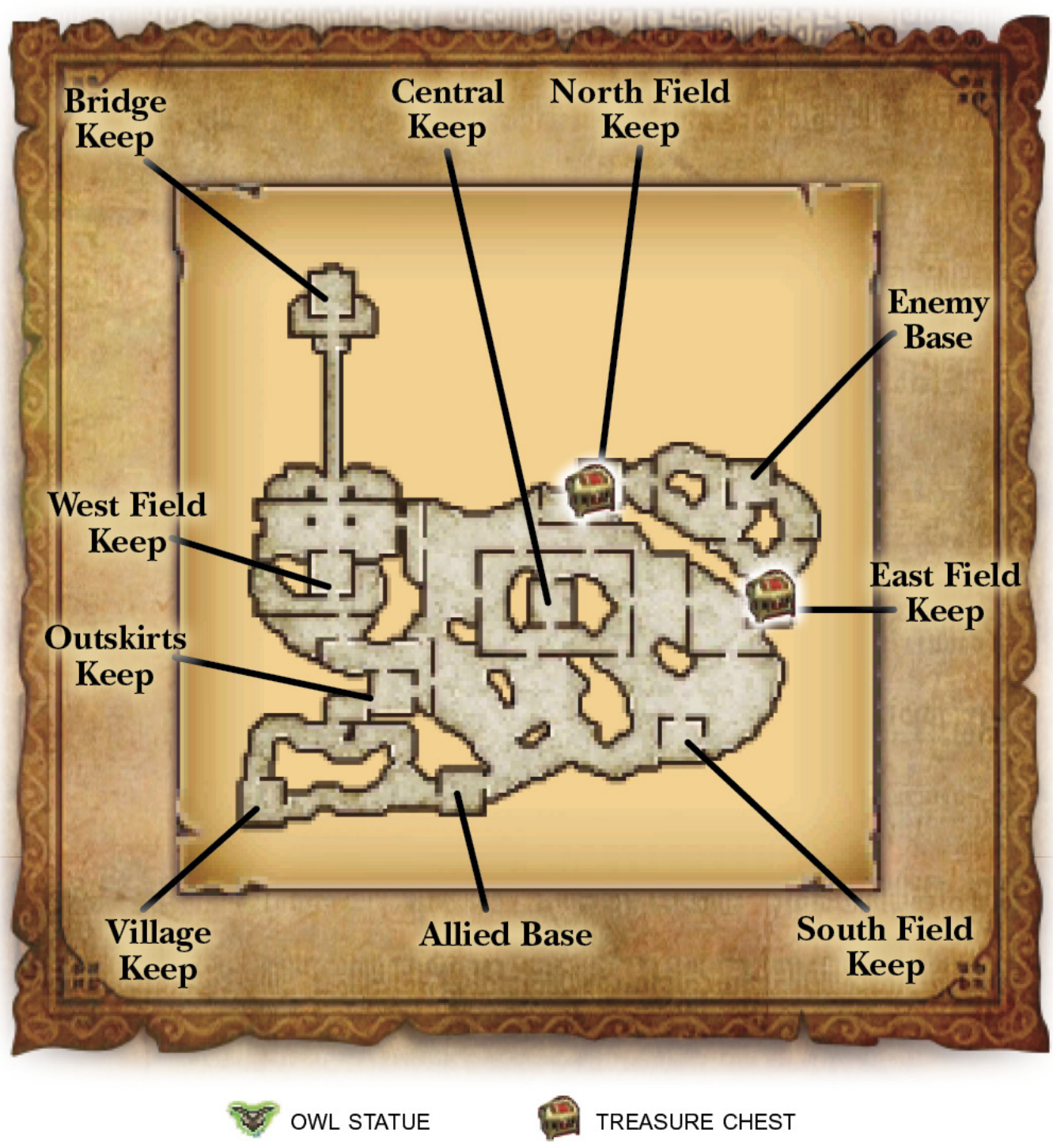
ADVENTURE BATTLE:

BEST THE SECRETIVE ENEMIES!

Unlockables	
Sea Chart	Zelda – Heart Container (Treasure)
Fairy Clothing: Top (Treasure)	Fairy Food: Drink

Search Item
Deku Leaf: Zelda's High Dominion Rod (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Zant	Agitha flees or the Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu right about the Outskirts Keep. The Bombchu in the northwest corner moves first, but if you switch to your second Playable Warrior, you'll be right by the Outskirts Keep, which allows you to knock that Bombchu out, then grab the northwestern one on its way to the Central Keep. The final Bombchu has a long trip from the northeast side of the map to the Allied Base, so you can take your time destroying it.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

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HYRULE WARRIORS LEGENDS

Great Sea Map

G-4

MISSING ENEMIES

You must use the Hammer Item Card on the switch in the Search Screen to make the enemies appear in this Scenario.

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables
Boomerang

Search Item
Hyoi Pear: Costume – Toon Link's Standard Outfit (Great Sea)

A-Rank	
TIME – 15 minutes or less	DAMAGE – 10,000 damage or less

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HYRULE WARRIORS LEGENDS

Great Sea Map
G-5

DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE DRAGON OF THE RUINS!

Unlockables
Power Bracelet
King Daphnes – Heart Container (A-Rank)
King Daphnes – Piece of Heart (Treasure)
Fairy Clothing: Make-Up (Treasure)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Zant	Twili Midna flees or the Allied Base falls

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it will only stay marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

DEFEAT THE ENEMY COMMANDER

You can find Zant in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the SW Sage Keep first, however.

DEFEAT ARGOROK TO WIN

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

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Hyrule Warriors Legends

Great Sea Map
G-6

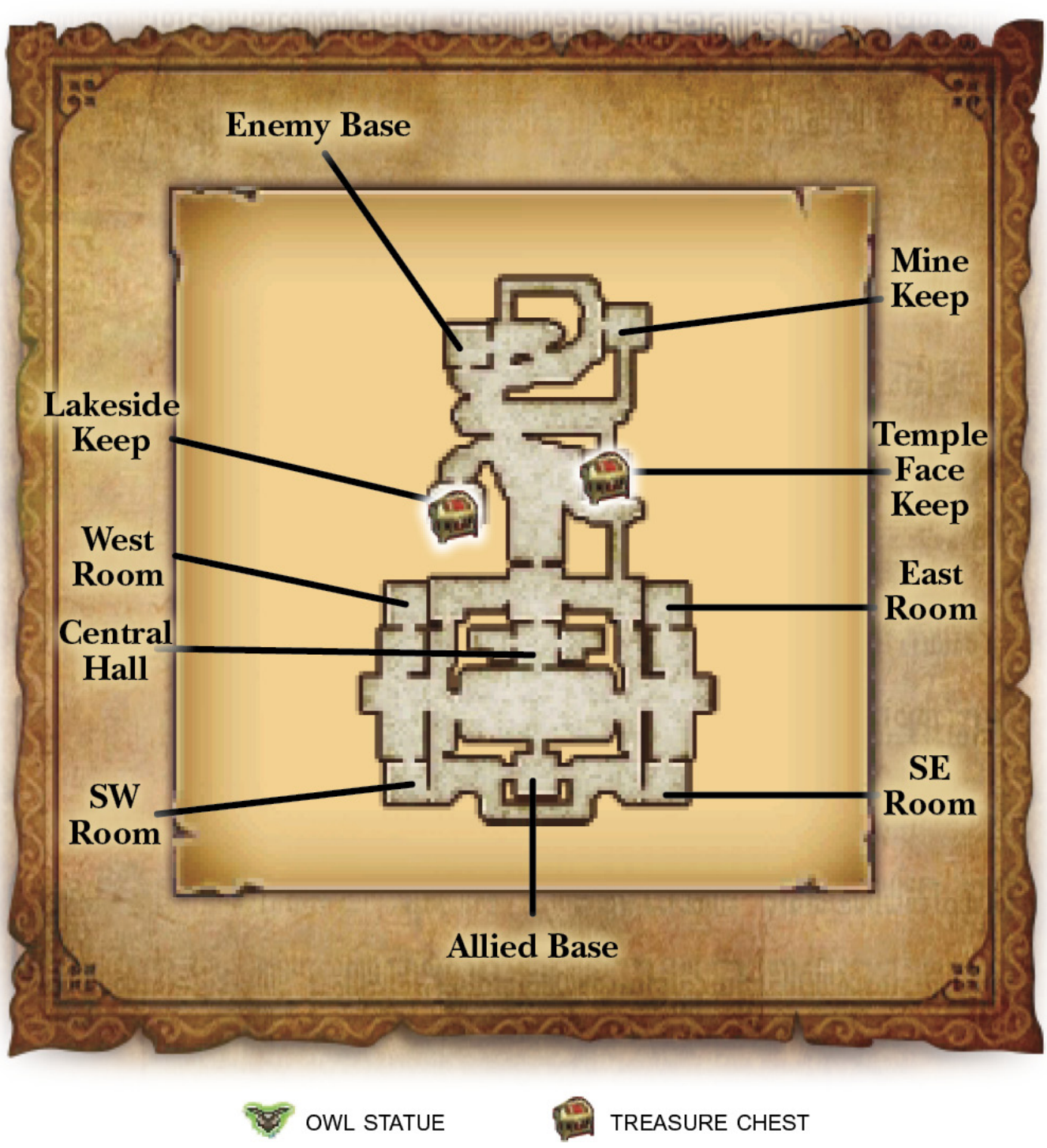
ADVENTURE BATTLE:

BATTLE ALONGSIDE YOUR... TWIN?

Unlockables	
Hyoi Pear	Wizzro – Heart Container (Treasure)
1,000 KO Skulltula	Second Gold Skulltula

Search Item
Salvage Arm: Wizzro's Red Ring (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions
Defeat Skull Kid

Defeat Conditions
Young Link flees or the Allied Base falls

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it will only stay marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

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HYRULE WARRIORS LEGENDS

Great Sea Map
G-7

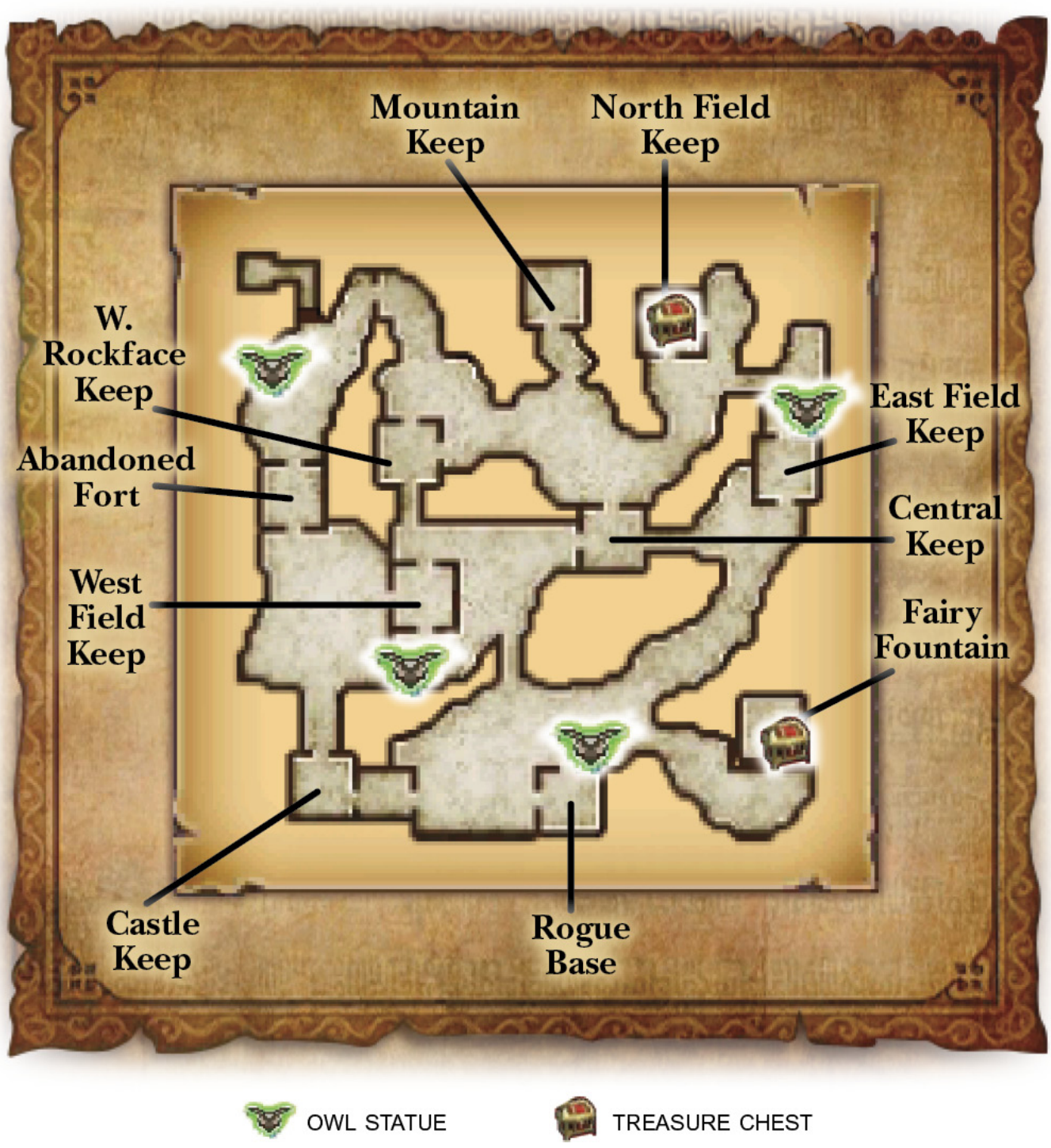
ADVENTURE BATTLE:

GET TO THOSE TROOPS BEFORE THE OTHERS DO!

Unlockables	
Deku Leaf	Zant – Heart Container
Fairy Clothing: Top (Treasure)	

Search Item
Hyoi Pear: Zant's Shadow Simitars (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Linkle	Lana flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

THE ENEMY IS TRYING TO PERSUADE ALLIED UNITS

Recruiters appear on different sides of the battlefield and attempt to turn your troops against you. They do this by defeating an enemy Captain that your allied Captains are facing. When you see something like "Attack Specialist's plight convinced Recruiter to advance toward Big Poe," that's your call to action. You need to defeat the targeted Captain (in the above example, it would be the Big Poe) or defeat the Recruiter to keep him from turning your allies against you.

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Great Sea Map
G-8

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables	
Hyoi Pear	Cia – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 7 minutes or less	DAMAGE – 10,000 damage or less

MANHANDLA

To defeat Manhandla, wait until its stalks turn green, then hit them with the Boomerang. Once you've hit all four, Manhandla uproots and its Weak Point Mark is revealed. Hit it with a handful of Weak Point Smashes to make short work of the monstrous man-eater.

KING DODONGO

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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Great Sea Map
G-9

QUIZ: WIND WAKER TRIALS

Unlockables
Compass

Search Item
Deku Leaf: Costume – Young Link's Standard Outfit (Great Sea)

A-Rank	
TIME – 7 minutes or less	DAMAGE – 4,000 damage or less

DEFEAT THE BOAT

Defeat King Daphnes.

DEFEAT THE PIRATE LEADER

Defeat Tetra.

DEFEAT THE OLDER BROTHER

Defeat Toon Link.

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Great Sea Map
G-10

WIN THE KO COMPETITION!

Unlockables	
Wind Waker	Wizzro – Heart Container (A-Rank)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Great Sea Map
G-11

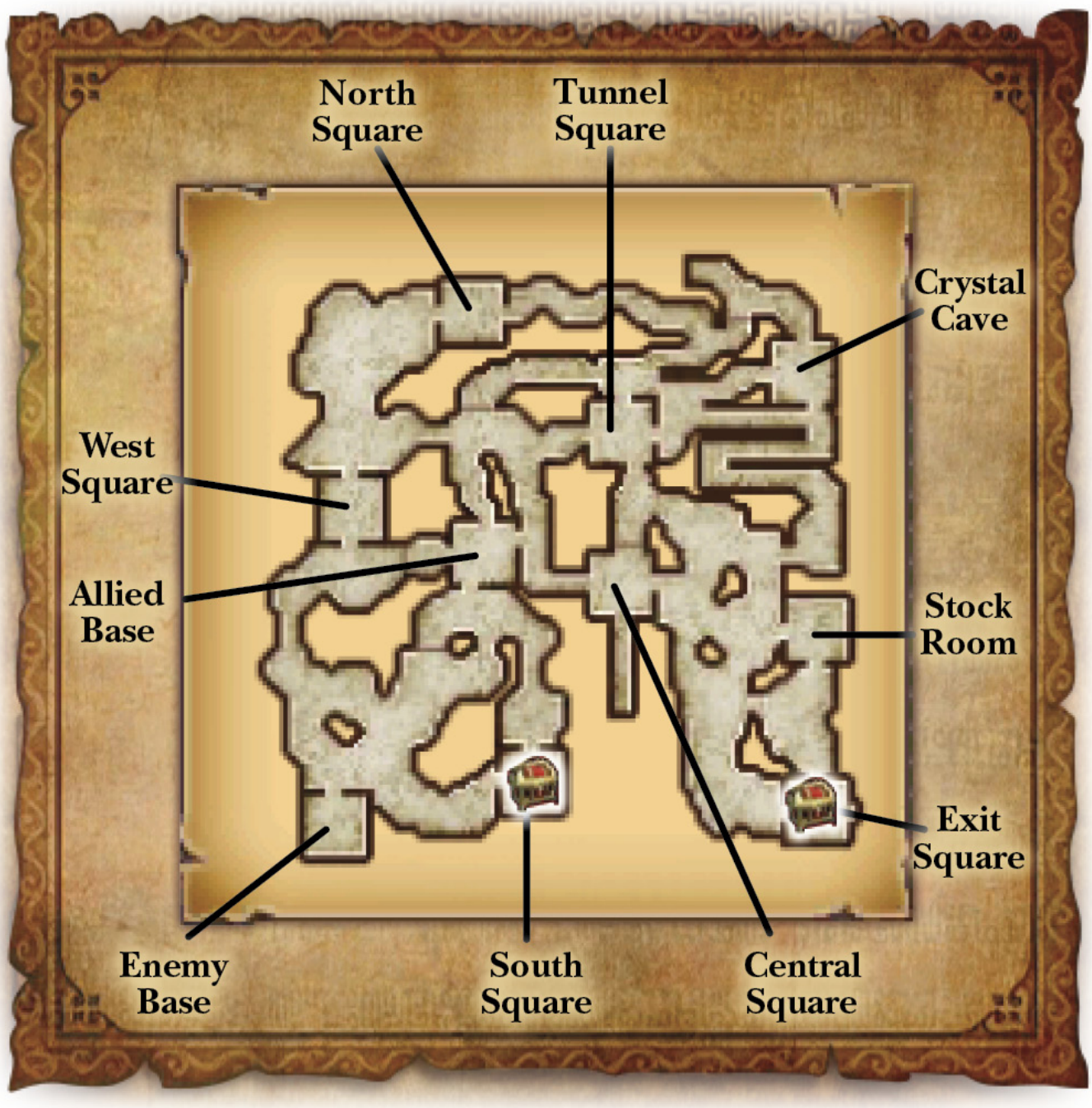
ADVENTURE BATTLE:

DEFEAT YOUR ENEMIES WITH KINDNESS!

Unlockables
None

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Toon Link	Linkle Flees or the Allied Base falls

Great Sea Rule: No Item Attacks
Use a Hero's Bow on the tornado to remove this rule

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You must then recapture that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu that's on the eastern side of the battlefield. After defeating that Bombchu, immediately head for the Bombchu on the west side of the map. This Bombchu is set to head to the Allied Base Keep; if it detonates, you instantly lose the battle.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

ESCORT CUCCO CHICK TO MAMA CUCCO

The Cucco Chick starts in a random Keep; look up its location in the Battlefield Info screen. Approach the Cucco Chick to get it moving. Escort it to its destination to complete the mission. If you fail to rescue it, the Mama Cucco becomes enraged, attacking everyone everywhere it goes. If you succeed, Mama Cucco begins attacking the enemy forces.

RAMPAGING SOLDIERS HAVE APPEARED

At some point during the battle, some of your allied troops begin rampaging, which basically means they turn on you and your team. If you find a Negotiator in one of the Keeps that's flashing with a white border, he returns the rampaging soldiers back to the allied side. All you need to do is walk into each of the Keeps that are flashing, then move on. If the Negotiator is in a Keep he appears immediately after you enter, so don't linger for too long. But don't worry about this sub-mission too much. The rampaging soldiers are easily defeated and the rewards for having them return to your side is minimal. Just remain focused on the other events on the map instead of worrying about this one.

DEFEAT THE ENEMY COMMANDER

You can find Toon Link in the Enemy Base Keep.

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Great Sea Map
G-12

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables	
Deku Leaf	Volga – Heart Container (A-Rank)

Search Item
None

A-Rank	
TIME – 15 minutes or less	DAMAGE – 10,000 damage or less

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Great Sea Map
G-13

DEFEAT 400 ENEMIES IN TIME!

Unlockables

Compass

Search Item

Hyoi Pear: Costume – Skull Kid's Standard Outfit (Great Sea)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Great Sea Map
G-14

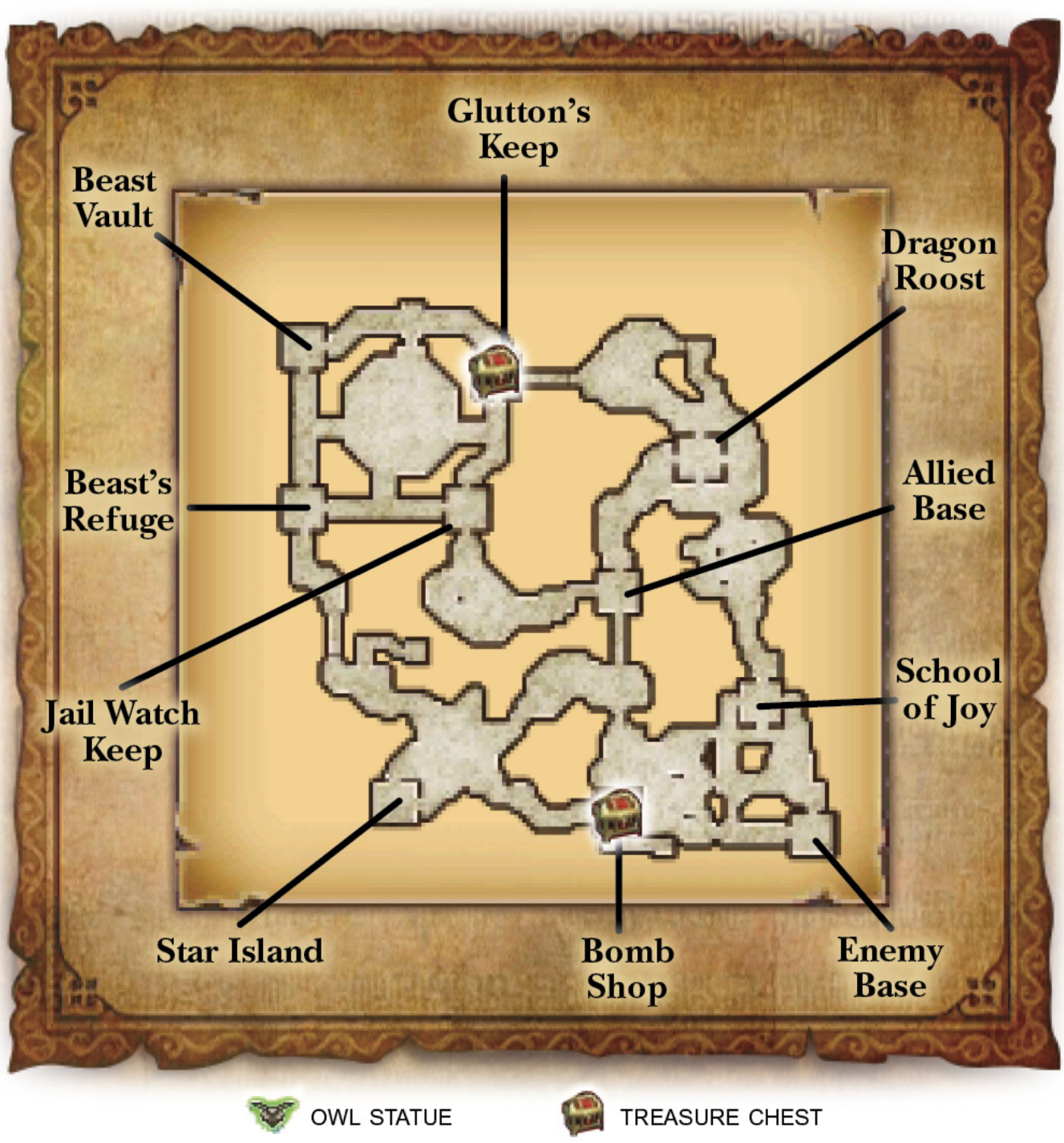
ADVENTURE BATTLE:

DEFEND THE ALLIED KEEPS!

Unlockables	
Deku Leaf	Impa – Heart Container (Treasure)
1,000 KO Skulltula	Second Gold Skulltula

Search Item
Salvage Arm: Impa's Scorching Naginata (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Linkle	Sheik flees or the Allied Base falls

DEFEND ALLIED KEEPS AND DEFEAT ENEMY FORCES

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu just north of your starting position. After defeating that Bombchu, immediately head toward the Bombchu on the south side of the map. This Bombchu is set to head to the Allied Base Keep. If it detonates, you instantly lose the battle.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

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Hyrule Warriors Legends

The Land of Hyrule: Stage Art

Hyrule Field

A lush, expansive green prairie overlooked by Hyrule Castle. There are strong fortresses around the castle, as well as a fountain for visiting the Great Fairy.

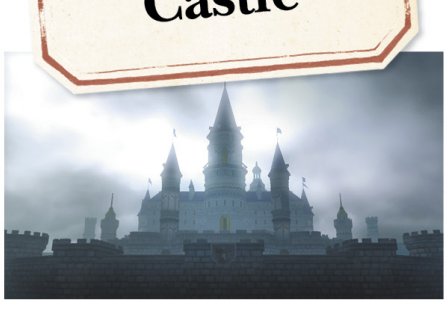
Hyrule Castle

Hyrule Castle Final Design

Zelda's Room

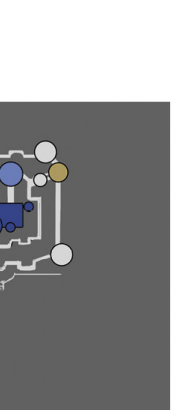
Design

Fairy Fountain



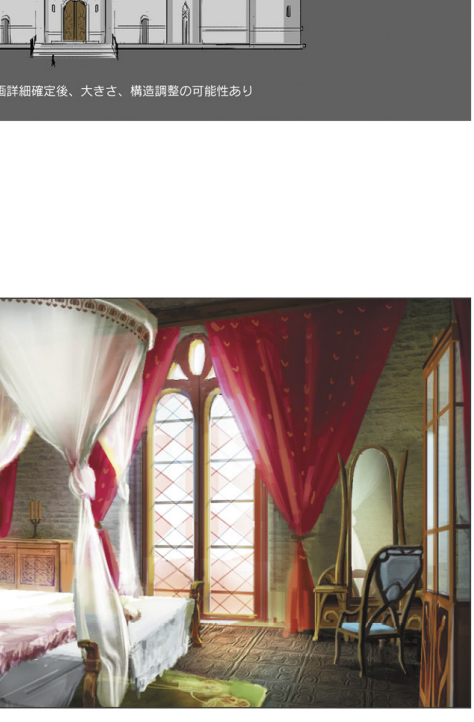
Design

Stained Glass Design



Fusion of Multiple Worlds

Concept Art



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HYRULE WARRIORS LEGENDS

The Land of Hyrule: Stage Art

Ganon's Tower

Altered form of Hyrule Castle after it has been taken over by the demon king, Ganondorf. The giant sword that was plunged into the middle of it creates an ominous atmosphere.

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Hyrule Warriors Legends

The Land of Hyrule: Stage Art

Eldin Caves

The flowing lava within the caves keeps people from getting very deep into it. Inside the cave there's a lot of quality ore, and so it's a popular mining spot.

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Hyrule Warriors Legends

The Land of Hyrule: Stage Art

Faron Woods

On top of a complex series of intertwined branches rests a sky village. The Great Deku Tree is known to be the protector of Faron Woods, loved by all.

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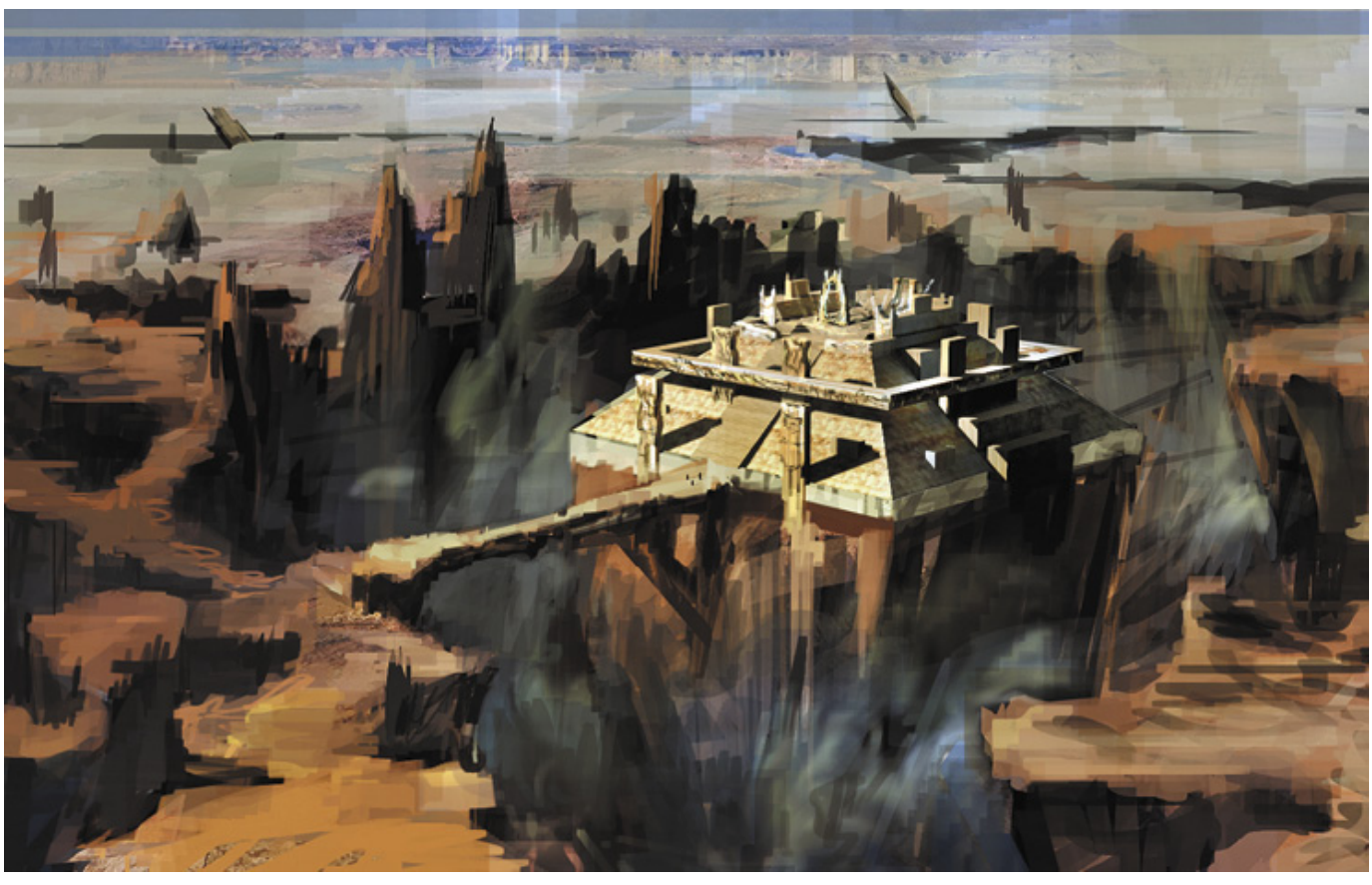
Hyrule Warriors Legends

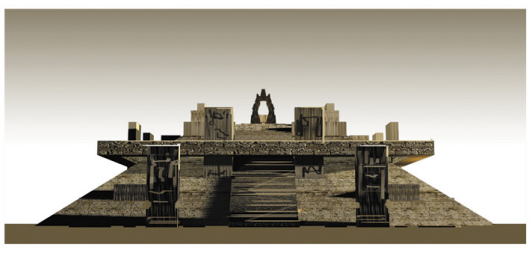
The Land of Hyrule: Stage Art

Valley of Seers

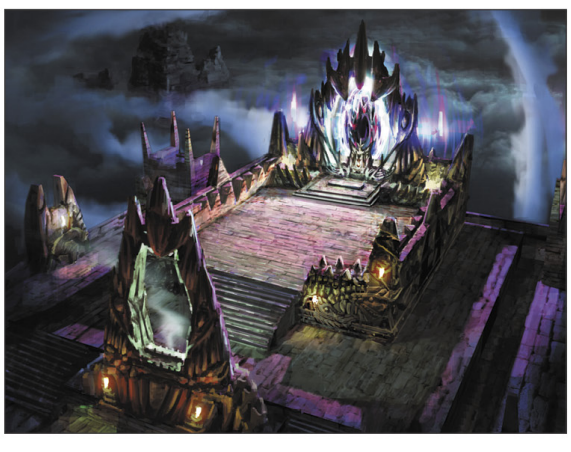
A wasteland within Lanayru Gorge. In the northern end of the ravine lies the ruins that Cia calls her home. The scenery has turned much more sinister since Cia opened the Gate of Souls.



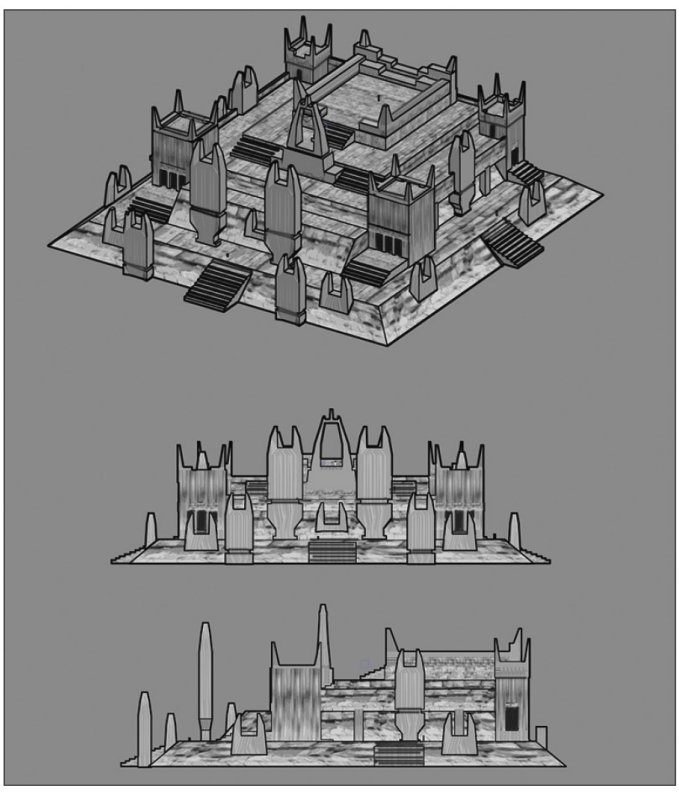
Ruins and Altar



Sketch



Ruins Final Design



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Hyrule Warriors Legends

The Land of Hyrule: Stage Art

Death Mountain

A location in "Ocarina of Time." An active volcano surrounded by rocks. The Goron make their homes in a cave on the mountainside.

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Hyrule Warriors Legends

The Land of Hyrule: Stage Art

Water Temple

A location in "Ocarina of Time." The water temple is located in this lake, but since the entrance is at the bottom, it's not easy to enter.

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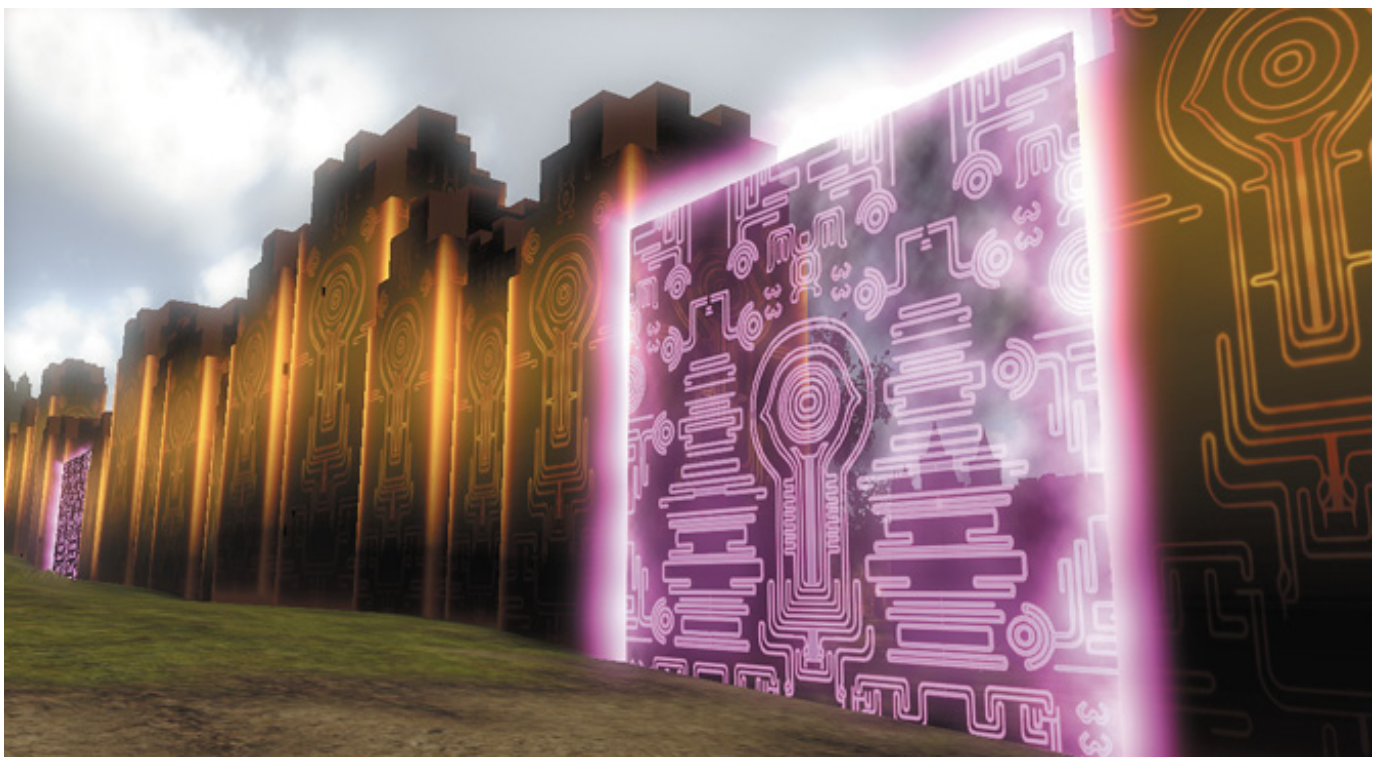
HYRULE WARRIORS LEGENDS

The Land of Hyrule: Stage Art

Twilight Field

A location in "Twilight Princess." The Twilight Field is eroding. To the south is Kakariko Village.



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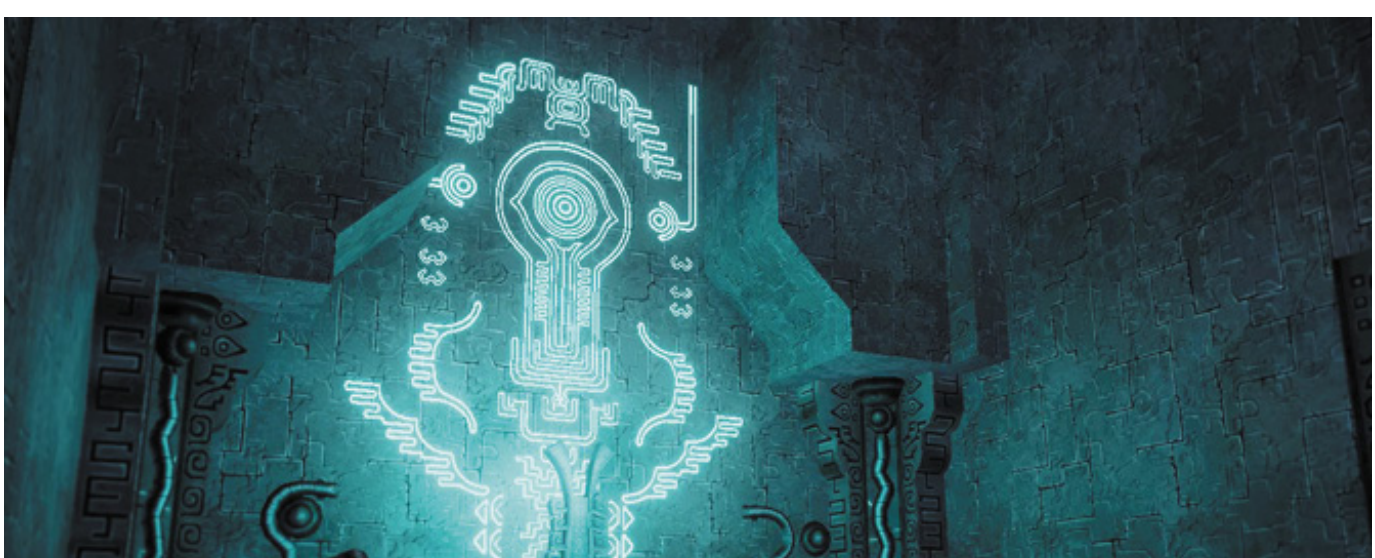
Hyrule Warriors Legends

The Land of Hyrule: Stage Art

Palace of Twilight

A location in "Twilight Princess." The royal family of the twilight realm live here. Essentially, this is a separate dimension than the light world.



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HYRULE WARRIORS LEGENDS

The Land of Hyrule: Stage Art

Skyloft

A location in "Skyward Sword." A village floating in the sky. It's full of colorful buildings and a large statue of the goddess.

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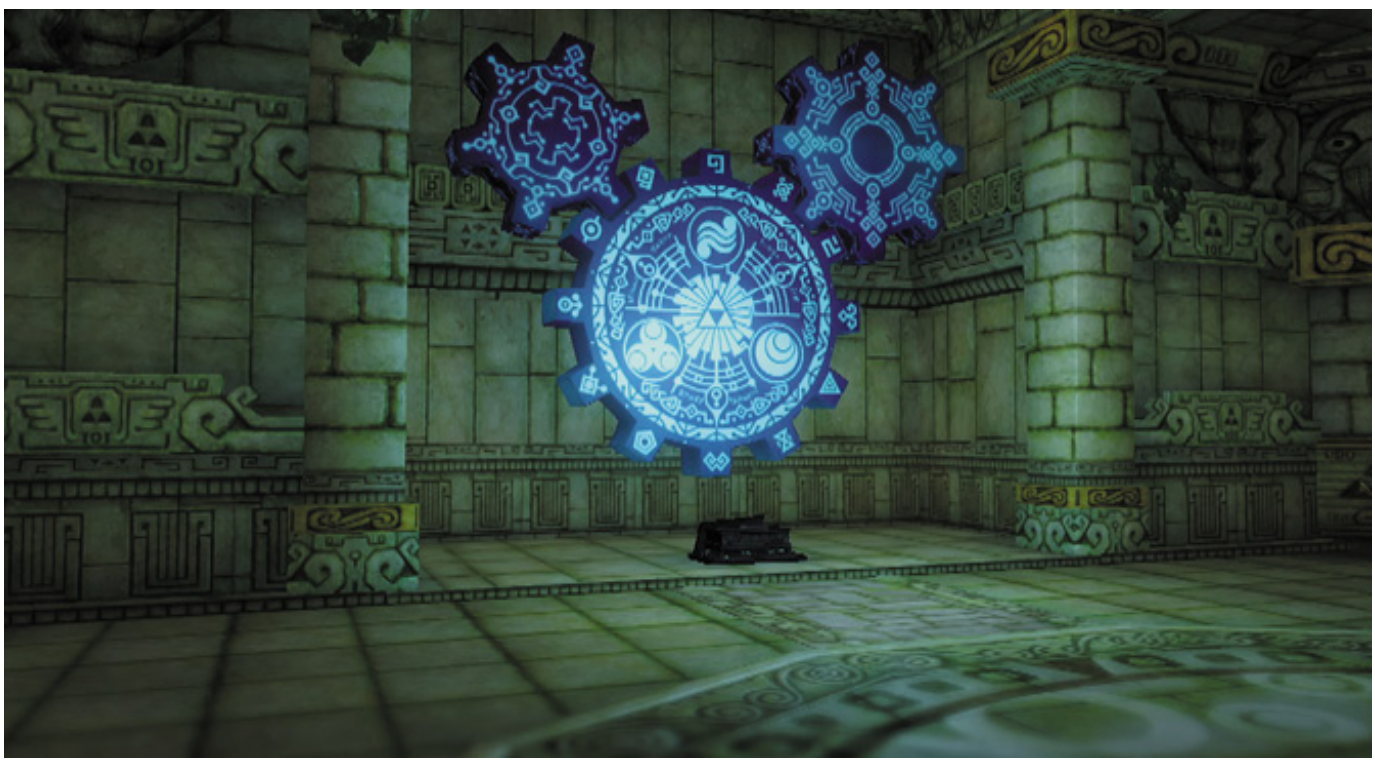
HYRULE WARRIORS LEGENDS

The Land of Hyrule: Stage Art

Sealed Grounds

A location in "Skyward Sword." A long time ago, the goddess sealed a creature of destruction named Demise here.



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HYRULE WARRIORS LEGENDS

The Land of Hyrule: Stage Art

Temple of the Sacred Sword

Inside the ruined town lies the Temple of the Sacred Sword. Thanks to the demon-repelling Master Sword, the temple houses a sealed demon soul fragment.

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Hyrule Warriors Legends

The Land of Hyrule: Stage Art

Temple of Souls

This palace was built by the dark sorceress Cia. In the garden outside is a stone statue of the hero, and the interior is decorated with paintings of the hero.

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Hyrule Warriors Legends

The Land of Hyrule: Stage Art

Gerudo Desert

A harsh, arid region where the blazing sun saps away your strength. Travelers owe their lives to the oases that dot the landscape. The evil thief is said to have been executed here.

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Hyrule Warriors Legends

The Land of Hyrule: Stage Art

Forsaken Fortress

A location in “Wind Waker.” The map is a combination of the Forsaken fortress and Windfall Island.

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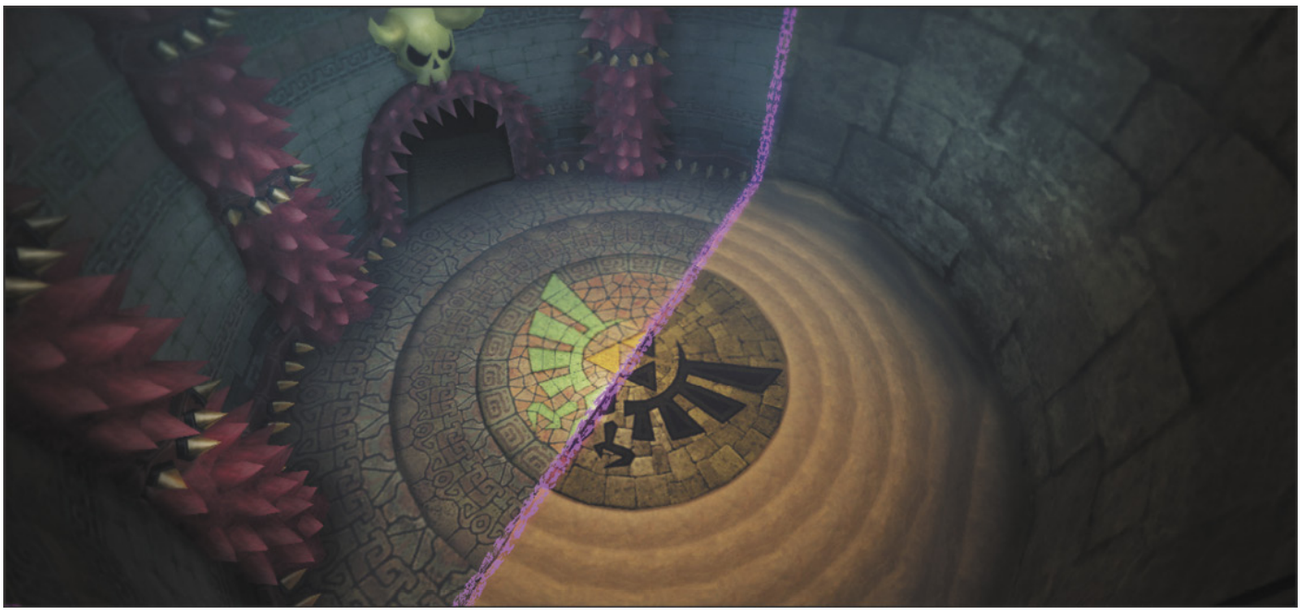
Hyrule Warriors Legends

The Land of Hyrule: Stage Art

Wind and Earth Temples



A location from “Wind Waker.” The dimensional gates have caused the Earth Temple and Wind Temple to fuse together to make one separate and unique location.

Linkle’s Home

Linkle’s home where she grew up with her grandma and cares for her Cuccos.

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HYRULE WARRIORS LEGENDS

The Land of Hyrule: Stage Art

From the Designers

HISASHI KOINUMA

"HYRULE WARRIORS" COORDINATING PRODUCER

KOEI TECMO GAMES

I've made a lot of games with different IP (intellectual property), but this time I got the chance to make a game using "The Legend of Zelda," a series I grew up playing. I didn't want to squander this opportunity, so rather than sticking to the original, we punched it up, and made this big action game with Link and a bunch of new characters to the Zelda series.

The title is "Hyrule Warriors."

Usually I work with Omega Force Team to create the Dynasty Warriors series, but since the Zelda series is created to be sold worldwide, we decided to combine Team Ninja and Omega Force Team to create this game. We put a lot of thought into creating this team, and started development.

I was anxious, since this is the first time we've worked with this IP. I was nervous about everything we did and was constantly gauging reactions. But what was really fortunate is that we had Aonuma-san, the Zelda series guru working with us as a Supervisor, so I was able to relax a bit.

Of course, I want players to enjoy the game, but I also want the developers to enjoy making the game. That's why I wanted us to collaborate on this title. So when I saw everyone enjoying the development, I was finally able to relax.

We finished the game without trouble.

I'd like to use this space to express my gratitude.

I'd like to extend my thanks to everyone who worked so hard together to create this game.

Thank you very much.

I look forward to a chance to do this with you all again.

I'd love to be able to tell my younger self, "When you get older, you'll be making that game you're playing."

I hope you enjoy the world of "Hyrule Warriors."

YOSUKE HAYASHI

"HYRULE WARRIORS" DEVELOPMENT PRODUCER

KOEI TECMO GAMES

So, what was your first "Zelda experience"?

My first "Zelda experience" was playing the original "Legend of Zelda" on the Famicom disk system. I can still remember which walls needed to be blown up with bombs. The "Jump Thrust" saved my skin in "Zelda II: The Adventure of Link." The Cuccos were vicious in "The Legend of Zelda: A Link to the Past." All of the members of the "Hyrule Warriors" dev team have their own "Zelda experiences," which we packed into "Hyrule Warriors."

And it's not just the devs. We had the chance to hear from other game developers at Koei Tecmo while we were making this game. Usually we get hear things like, "this was interesting," but the feedback for "Hyrule Warriors" was different. Things like "Zelda should be like this," or "You absolutely have to put this in 'Hyrule Warriors'." Lots of devs with their own "Zelda experiences" had strong feelings to share. We didn't just work the "Hyrule Warriors" devs' "love for Zelda" into this game, we put in everyone's.

Here's a design story. We went through many iterations to get to the Link design you see. We wanted him to be recognizable as Link from the start, and we wanted him to be distinguishable in the world as well. So we came up with the "blue scarf." It's proof that he's a commander in the Hyrule army, and when he's running all around the battlefield it stands out even more. There was "Toon Link," so now there's also "scarf Link." This Link really fits "Hyrule Warriors." It's my favorite.

"Hyrule Warriors." That title in and of itself almost sounds like a joke, but I'm proud to say that it's complete and ready for you to enjoy. Thanks to the help from Aonuma-san and everyone at Nintendo, we've made a really great game. I hope you'll explore every part of it.

As for my final message... I guess this is it.

It's a secret to everybody!

EIJI AONUMA

"HYRULE WARRIORS" SUPERVISOR

NINTENDO CO., LTD.

I've been making Zelda games (exclusively) for 18 years now. In that time, each time I've heard the request, "please let me make a Zelda game" and I think its interesting enough to allow it, I get as far as looking at the planning documents before having to say, "I don't think this is going to work out." I think this is because the requests always come from someone who really enjoys Zelda and wants to make a Zelda game that looks like Zelda. And I look at that and think, "I can make this," and I lose interest. So I'm looking for someone to present a "Zelda that I couldn't make" to me.

To be honest, that was the same thing I thought about "Hyrule Warriors" at the beginning. It looked like they were just going to pull Zelda in a Warriors direction. I thought, "If they're not going to make a Zelda that I can't make, then what's the point?" But I spoke with Hayashi-san, and he had the same feeling. He was really dedicated, and soon we found ourselves working on production. Suddenly I was getting questions like "Is it okay to do this?" and "This isn't allowed in a Zelda game, is it?" from Hayashi-san's team, where you could tell they were nervous and thinking very carefully about the world of Zelda. But that doesn't lend itself to making a quality game, so I always answered, "Just do what you like."

When I say it that way, it may sound halfhearted, but in truth you could hear the love for the Zelda series from everyone working on "Hyrule Warriors," and I knew I wasn't making a mistake allowing them to create this game. I could see through them from the beginning, and I wasn't worried. Only people who really loved the Zelda series could create development materials like those. I think anyone you show them to could see that as well, and I think once you see these beautiful visuals, you will also really enjoy "Hyrule Warriors."

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HYRULE WARRIORS LEGENDS

Makers of History: Creating Characters

Link

A soldier-in-training for the kingdom of Hyrule. When the kingdom was suddenly attacked, he rushed to the battlefield, practice weapon still in hand. Impa was impressed by his courage and mysterious strength, and entrusted him with a green tunic as proof of his legendary courage. Now he is on a quest to find Princess Zelda and deliver Hyrule from evil.

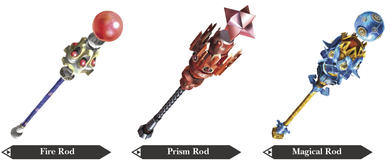
HYLIAN SWORDS

A sword and shield combo that utilizes its Combo Attacks to hit several enemies at once. It is imbued with the light element and can also use Link's renowned "Spin Attack."

Knight's Sword | White Sword | Magical Sword

MAGIC ROD

A magical rod that creates fire. The fire spreads across a large area, allowing you to take on many enemies at once.



Fire Rod | Prism Rod | Magical Rod

GAUNTLETS

Magical gloves that allow Link to lift incredibly heavy objects. Link utilizes this strength by wielding a giant ball and chain to fight his enemies. His strength is so incredible that he can even flip the kingdom of Hyrule itself!

Silver Gauntlets | Golden Gauntlets | Power Gloves

HORSE

Epona is Link's beloved horse that he often rides into battle. Combined with his sword, they make a perfect combo for slicing the enemy to pieces.

Epona | Twilight Epona | Epona of Time

SPINNER

A vehicle made in ancient times, the Spinner can tear through enemies with ease.

Ancient Spinner | Enhanced Spinner | Triforce Spinner

SPECIAL COSTUMES

PROXY, THE FAIRY

Link's partner and friend, Proxy follows Link on his adventures and helps the taciturn hero communicate with his allies.

GREAT FAIRY

The Great Fairy assists Link a multitude of times during his adventures. As the game progresses, she will even assist Link in some very unexpected ways.

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Hyrule Warriors Legends

Makers of History: Creating Characters

Zelda

The princess of Hyrule. When the kingdom was invaded by an evil army, she and Impa led the Hyrulian army against them. When her forces were defeated, she disappeared. She holds the Triforce of Wisdom.

RAPIER

A slender sword made with holy magic. Light as a feather.

Polished Rapier

Glittering Rapier

Gleaming Rapier

DOMINION ROD

An ancient and magical tool used to manipulate statues. Zelda uses those same statues to smash enemies on the battlefield.

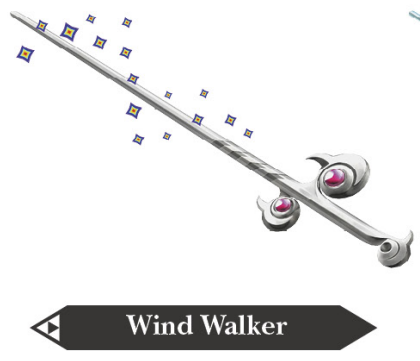
Old Dominion Rod

High Dominion Rod

Royal Dominion Rod

BATON

A legendary baton that can control the wind. It can create tornadoes.



Wind Walker

Sacred Baton

Glorious Baton

SPECIAL COSTUMES

Skyward Sword

Twilight Princess

Ocarina of Time

Ilia's Clothes

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Hyrule Warriors Legends

Makers of History: Creating Characters

Lana

A white sorceress with a good heart. In her quest to stop the Dark Sorceress, Cia, she runs into Link and Impa in Faron Woods.

BOOKS OF SORCERY

A book of magic that can make the magic walls separating the dimensions appear.

Spirit's Tome

Sealing Tome

Sorceress Tome

SPEARS

A large tree branch that houses the spirit of the Great Deku Tree. The Spear can summon Deku sprouts to fire seeds at enemies.

Deku Spear

Kokiri Spear

Faron Spear

SUMMONING GATES

Magic created by an ancient sorceress. It can summon monsters from other dimensions.

Gate of Time

Gate of Souls

Guardian's Gate

SPECIAL COSTUMES

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Hyrule Warriors Legends

Makers of History: Creating Characters

Cia

A dark sorceress with an evil heart. She was a sorceress born to the family responsible for guarding the balance of the three pieces of the Triforce, but Ganondorf took advantage of her yearning for the hero and envy of the princess, and she lost what good was in her heart. She wants to open the Gate of Souls and get the Triforce pieces held by Link and Zelda.

SCEPTER

The conduit for Cia's dark powers. It can summon evil creatures and dark incarnations of Link to do Cia's bidding.

SPECIAL COSTUME

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Hyrule Warriors Legends

Makers of History: Creating Characters

Ganondorf

An evil being who was once defeated by a legendary hero. His soul was broken into four pieces and sealed away, but he has manipulated the sorceress Cia into gathering the pieces and reviving him. He intends to gather the power of the Triforce and take over Hyrule.

GREAT SWORDS

The power of darkness condensed into two large swords. They are made of evil, just to crush good.

Swords of Despair

Swords of Darkness

Swords of Demise

TRIDENT

A quick and devastating weapon that allows Ganondorf to destroy anyone who opposes him.

Thief's Trident

King of Evil Trident

Trident of Demise

SPECIAL COSTUMES

Twilight Princess

Ocarina of Time

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Hyrule Warriors Legends

Makers of History: Creating Characters

Impa

The leader of Hyrule Kingdom's royal bodyguards in service to Princess Zelda. For generations, the leader of the Sheikah clan has protected the royal family. She quickly recognizes Link's hidden strength, and gives him the green tunic that marks him as the legendary hero.

GIANT BLADE

Extraordinary longswords created using Goron techniques. They are very heavy.

Giant's Knife | Biggoron's Knife | Biggoron's Sword

NAGINATA

These naginata contain the power of fire and have been handed down through the Sheikah clan. They can create a wall of fire between you and your enemies.

Guardian Naginata | Scorching Naginata | Sheikah Naginata

SPECIAL COSTUME

Ocarina of Time

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Hyrule Warriors Legends

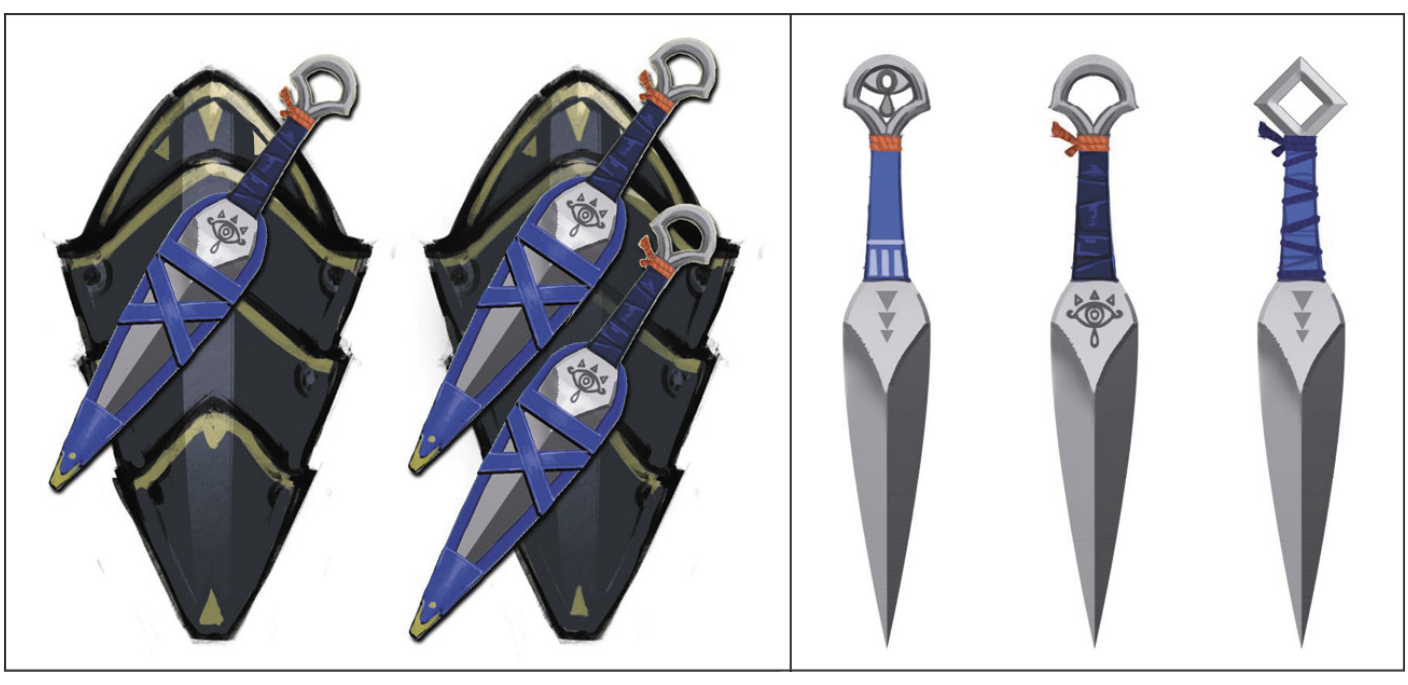
Makers of History: Creating Characters

Sheik

A puzzling young man, who has taken on the appearance of the Sheikah, who protect the royal family of Hyrule. While Link is searching for Zelda, he suddenly appears to help in a crisis, and becomes an ally.

KUNAI

Kunai are used for common attacks.



HARP

A musical instrument that plays magical melodies. Many different effects can be applied depending on the melody.

Goddess's Harp

Typhoon Harp

Triforce Harp

SPECIAL COSTUME

Ocarina of Time

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Hyrule Warriors Legends

Makers of History: Creating Characters

Darunia

Patriarch of the Gorons in the world of "Ocarina of Time." His body is solid like a rock, and he loves prime cuts of rock sirloin. He expresses himself through dynamic dance, refers to friends as "brother," is reliable, and has a warm heart.

BOMBCHU

A self-propelled mouse-shaped bomb created by the Goron. These first appeared in "The Legend of Zelda: Ocarina of Time," and have been made bigger for this game. It will move on its own toward it's destination, and blow up rocks in its way.

HAMMER

His specially-made Goron hammer. He waves it around for a power charge.

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Hyrule Warriors Legends

Makers of History: Creating Characters

Ruto

Princess of the Zora in "Ocarina of Time." She lies in the Zora River and the river's upper stream that feeds into Lake Hylia. As a princess, her high-class speech sometimes comes across as arrogant, but she is kind with a gentle heart. She is an amazing swimmer thanks to the fins on her arms and hips.

ZORA SCALE

A charm of the Zora that contains the power of water. Can shoot water in rapid-fire blasts.

Silver Scale

Golden Scale

Water Dragon Scale

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Hyrule Warriors Legends

Makers of History: Creating Characters

Agitha

The self-styled "Princess of the Insect Kingdom" from "Twilight Princess." She adores the golden bugs in Hyrule, and has a fascination with collecting them. In addition to the golden bugs, she also loves any rare bug. She puts the collected bugs into jars, and puts the jars into a basket that she carries everywhere.

PARASOL

The insect princess's favorite parasol. Bugs are packed into the basket.

Butterfly Parasol

Luna Parasol

Princess Parasol

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Hyrule Warriors Legends

Makers of History: Creating Characters

Fi

A spirit who fights side-by-side with the hero in "Skyward Sword." She dwells within the Goddess Sword given to the goddess statue on Skyloft, the floating island. She has abundant knowledge and heightened analysis skills, and she will impart her wisdom and guidance on the individual who wields the sword. She has a mechanical, robotic voice, but she can dance with a fascinating elegance.

THE GODDESS BLADE

A sword created by a goddess in ancient times. It allows you to glide along the ground, and uses light in its attack.

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Hyrule Warriors Legends

Makers of History: Creating Characters

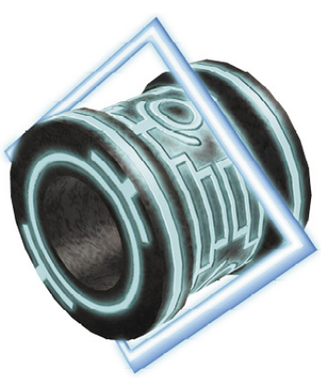
Midna

The ruler of the Twilight Realm, she fought alongside the hero in "Twilight Princess." She can use the magical powers handed down through her family over generations. Her appearance is due to a curse, and her true form is that of a beautiful woman.

SHACKLE

Cursed rings made of concentrated Twilight magic. They transform her hair with magic, to pick up and throw enemies.

Cursed Shackle



Twilight Shackle

Sol Shackle

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Hyrule Warriors Legends

Makers of History: Creating Characters

Twili Midna

Midna's true form before she was cursed by Zant's magic. She uses the a magical mirror to unleash her incredible power on her foes.

MIRROR

The Mirror is what links the Twilight world to the light world. Midna uses it to summon creatures and objects to her aid.

Mirror of Shadows

Mirror of Twilight

Mirror of Silence

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Hyrule Warriors Legends

Makers of History: Creating Characters

Young Link

With the help of Tatl the fairy and masks that change his appearance, Young Link sets off to rescue Termina. That is, until the gates open up in his world.

MASK

The Mask allows Young Link to grow large and strong to take on any enemy that's bigger than him.

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Hyrule Warriors Legends

Makers of History: Creating Characters

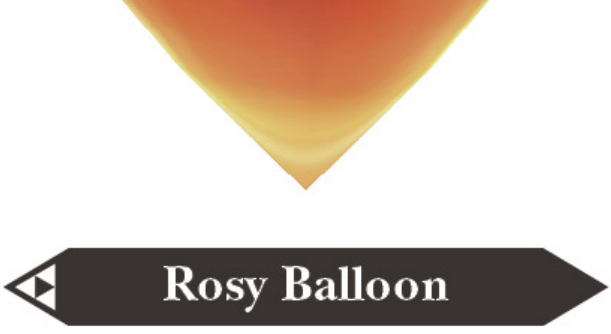
Tingle

An adult man who desperately wishes to be a fairy. Tingle is an expert on designing and decoding maps of all types.

BALLOON

While wearing the Balloon, Tingle does all sorts of acrobatic tricks. He also uses bombs to defeat enemies.

Rosy Balloon



Love-Filled Balloon

Mr. Fairy Balloon

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Hyrule Warriors Legends

Makers of History: Creating Characters

Zant

The Usurper King of the Twilight Realm and antagonist in "Twilight Princess." Born in the Twilight Realm, he has the strongest magic of anyone in his family. He took the throne from Princess Midna by force, and tried to take over the light world. His normally cold, calculated behavior changes as he nears defeat, and he becomes wild and erratic.

SCIMITARS

These scimitars were created with shadow magic.

Scimitars of Twilight

Shadow Scimitars

Usurper's Scimitars

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HYRULE WARRIORS LEGENDS

Makers of History: Creating Characters

Ghirahim

A demon Lord who is the antagonist of "Skyward Sword." He commands demons, and plots the resurrection of a sealed evil. He is very handsome and attractive, and moves with a certain elegance when at peace. But when he is angered, his personality changes completely.

DEMON BLADE

A sword created with demonic magic in ancient times.

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HYRULE WARRIORS LEGENDS

Makers of History: Creating Characters

Volga

A fire dragon living deep within a lava cavern. His dark heart gives him a strong desire to fight, and he seeks out soldiers to battle. He has two forms - human and dragon.

OCARINA OF TIMEVOLVAGIA

Volga is acrobatic and fast, and the Dragon Spear is meant to complement that.

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Hyrule Warriors Legends

Makers of History: Creating Characters

Wizzro

A magical Wizard created by Cia from a ring created with dark magic. Commands monsters with Volga, and torments people with strong magic. He is able to disguise himself as anyone, and he enjoys deceiving others.

RING

A conduit for Wizzro's dark powers. The Ring can call dark spirits and summon a giant hand to smash enemies.

Blue Ring

Red Ring

Magical Ring

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Hyrule Warriors Legends

Makers of History: Creating Characters

Linkle

A young woman from a small village who raises Cuccos.

She liked to play “hero” from a young age and believes she is the reincarnation of a hero. With the compass given to her from her grandmother pinned to her chest, she sets off to save the Kingdom of Hyrule.

CROSSBOWS

The two crossbows Linkle uses to protect her Cuccos from Wolfos..

Simple Crossbows

Legend’s Crossbows

Hylian Crossbows

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Hyrule Warriors Legends

Makers of History: Creating Characters

Skull Kid

A trickster corrupted by the power of Majora's Mask. Skull Kid is no longer in control of his own actions, as the mask's will has taken control of him.

OCARINA

He uses his Ocarina to command his fairy companions to do his bidding.

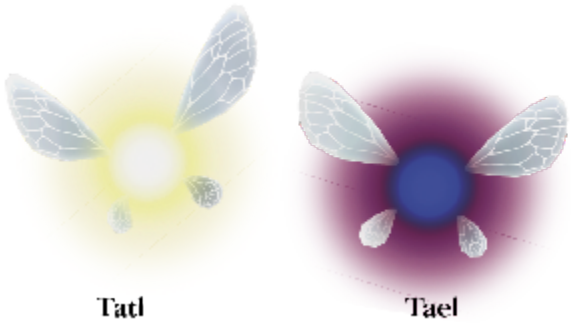
Fairy Ocarina

Lunar Ocarina

Majora's Ocarina

SKULL KID'S FAIRIES

Skull Kid has two fairy companions that follow him around everywhere. It wasn't until Skull Kid found Majora's Mask and abandoned Tatl that this trio was separated.



Tatl Tael

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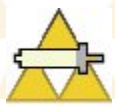
Hyrule Warriors Legends

Makers of History: Creating Characters

Toon Link

A simple boy living on a small island in the Great Sea. His quiet, solitary life with his grandma and sister were disrupted when the Helmaroc King kidnapped his sister.



LIGHT SWORD

The different forms of the Hero Sword are made up of the different swords Toon Link gets in the games he appeared in.

Hero's Sword

Phantom Sword

Lokomo Sword

ARYLL

Link's sister and spokesperson. She was kidnapped by the Helmaroc King, but her strong-willed and positive nature was unbroken.

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Hyrule Warriors Legends

Makers of History: Creating Characters

Tetra

A pirate captain that commands the respect of her crew despite her young age and small size. She carries a secret within her that even she is unaware of until she begins her journey with Toon Link.

CUTLASS

A pirate sword and pistol combo that allows Tetra to shoot and chop her enemies into pieces.

Pirate Cutlass

Jeweled Cutlass

Regal Cutlass

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Hyrule Warriors Legends

Makers of History: Creating Characters

King Daphnes

In the world of the “Wind Waker,” this legendary king was unable to protect the country from the demon king and its fate was left to the gods. Afterwards, he aided the hero by traveling along with him.

SAIL

Sails used on the ship that saved the hero Regal Cutlass “King of the Red Lions.” It contains the power of the wind.

Windfall Sail

Swift Sail

Sail of Red Lions

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Hyrule Warriors Legends

Makers of History: Creating Characters

Hylian Soldier

Soldiers in the service of Hyrule kingdom. Only those soldiers who have passed the rigorous training at the knights academy are allowed on the battlefield as regular soldiers.

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Hyrule Warriors Legends

Makers of History: Creating Characters

Goron Soldier

Goron soldiers. Their bodies are very solid due to their steady diet of eating rocks. They are wonderful allies, in part due to their skills with explosives.

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Hyrule Warriors Legends

Creatures of Darkness: Creating Monsters

Ground Cover Evil Troops

BOKOBLIN

They attack their enemies, relying on their numbers. Even though they all look relatively similar, they use different weapons, and their Captains differ somewhat in appearance.

STALFOS

BULBLIN

MOBLIN

CUCCO

Creatures that have frequently appeared in the "Legend of Zelda" series. They're not magical, but they will flock together and attack if provoked. They are present en masse in “Hyrule Warriors: Legends.”

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Hyrule Warriors Legends

Creatures of Darkness: Creating Monsters

Blood of the Dragon

When they flock, they're soldiers who can hold the line. Their bodies are covered in scales, and they move nimbly to taunt their opponents.

DINALFOS

LIZALFOS

AERALFOS

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Hyrule Warriors Legends

Creatures of Darkness: Creating Monsters

Commanders of the Dead

STALMASTER

The souls of those who passed on while holding a grudge become monsters.

GIBDO

DARKNUT

BIG POE

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HYRULE WARRIORS LEGENDS

Creatures of Darkness: Creating Monsters

Immovable

These dangerous creatures will attack anything that gets too close.

BEAMOS

DEKU BABA

BIGBLINS

MINIBLIN

CHUS

KING DODONGO

FIRE BREATHING

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Hyrule Warriors Legends

Creatures of Darkness: Creating Monsters

Giant Beasts

A big force in a gigantic body, these creatures can attack with a power beyond compare.

KING DODONGO

INFERNAL DINOSAUR

Another creature modeled after King Dodongo from "Ocarina of Time."

GOHMA

ANTHROPOD CYCLOPS MONSTER

MANHANDLA

POISONOUS TREE

ARGOROK

TWILIT DRAGON

A large dragon that appears in the world of "Twilight Princess."

THE IMPRISONED

An evil creature that was sealed away in the world of "Skyward Sword."

GANON

DARK BEAST

HELMAROC KING

GREAT BIRD

PHANTOM GANON

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Hyrule Warriors Legends

Creatures of Darkness: Creating Monsters

Companion Fairies

FAIRY APPEARANCES

The Companion Fairies' appearances match their elements. Fire looks more fiery, water looks calm and soothing, lightning looks more energetic, light appears gentle and noble, and dark has a more gothic appearance.

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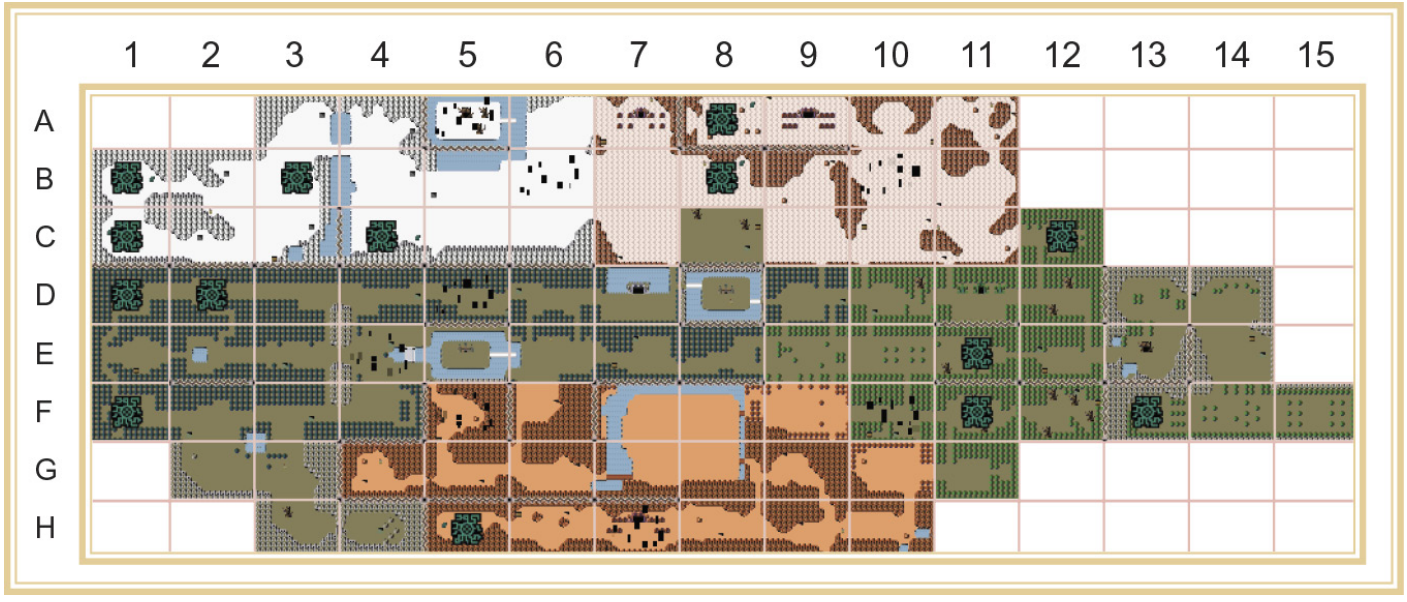
HYRULE WARRIORS LEGENDS

Twilight Map

Twilight Map



This map has a few tricks up its sleeve that make it unique compared to the other Adventure Mode maps. Twilight areas litter the map and not only add Twilight Rules in the same way the Great Sea Map has Great Sea Rules, but they also hinder you while actually in the level itself. Portals are scattered about on the map, which allow you to teleport from square to square and make exploration a bit different than in other maps. You won't have to deal with anything crazy like the Master Quest Rules being on every level, or the time limit in the Termina Map, but what's there will definitely keep you on your toes.

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Hyrule Warriors Legends

Twilight Map

Item Cards

COMPASS

Use this while on the Search screen to identify where an Item Card can be used.

JAR

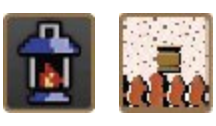
Use this on switches to reveal hidden staircases.

SPINNER

Use this on cog-shaped holes to reveal hidden staircases.

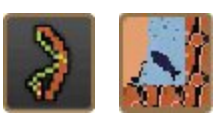
OOCCOO

Use this on a green portal to warp to another location.



LANTERN

Use this on torches to reveal hidden enemies

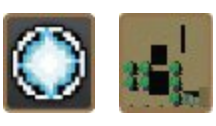


FISHING ROD

Use this to catch fish in bodies of water.

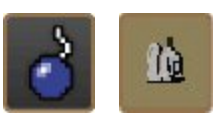
WATER BOMBS

Use this on submerged rocks to destroy them.



TEARS OF LIGHT

Use these to clear away areas covered in Twilight.

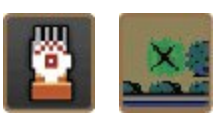


BOMBS

Use this on boulders to reveal hidden staircases.

CLAWSHOT

Use this to pull yourself to a distant object.



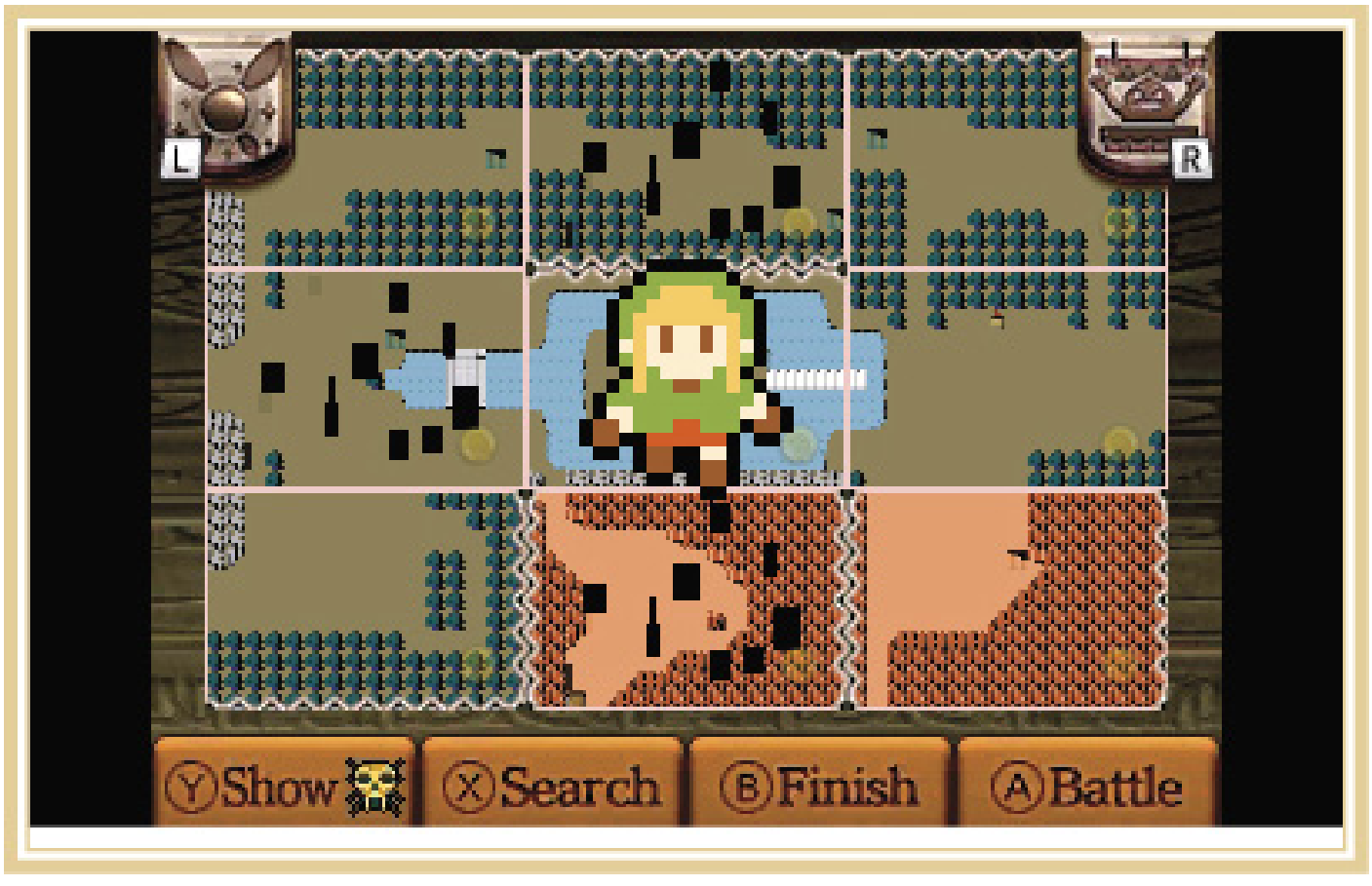
DIGGING MITTS

Use these on soft earth to uncover hidden staircases.

TWILIGHT CHALLENGES

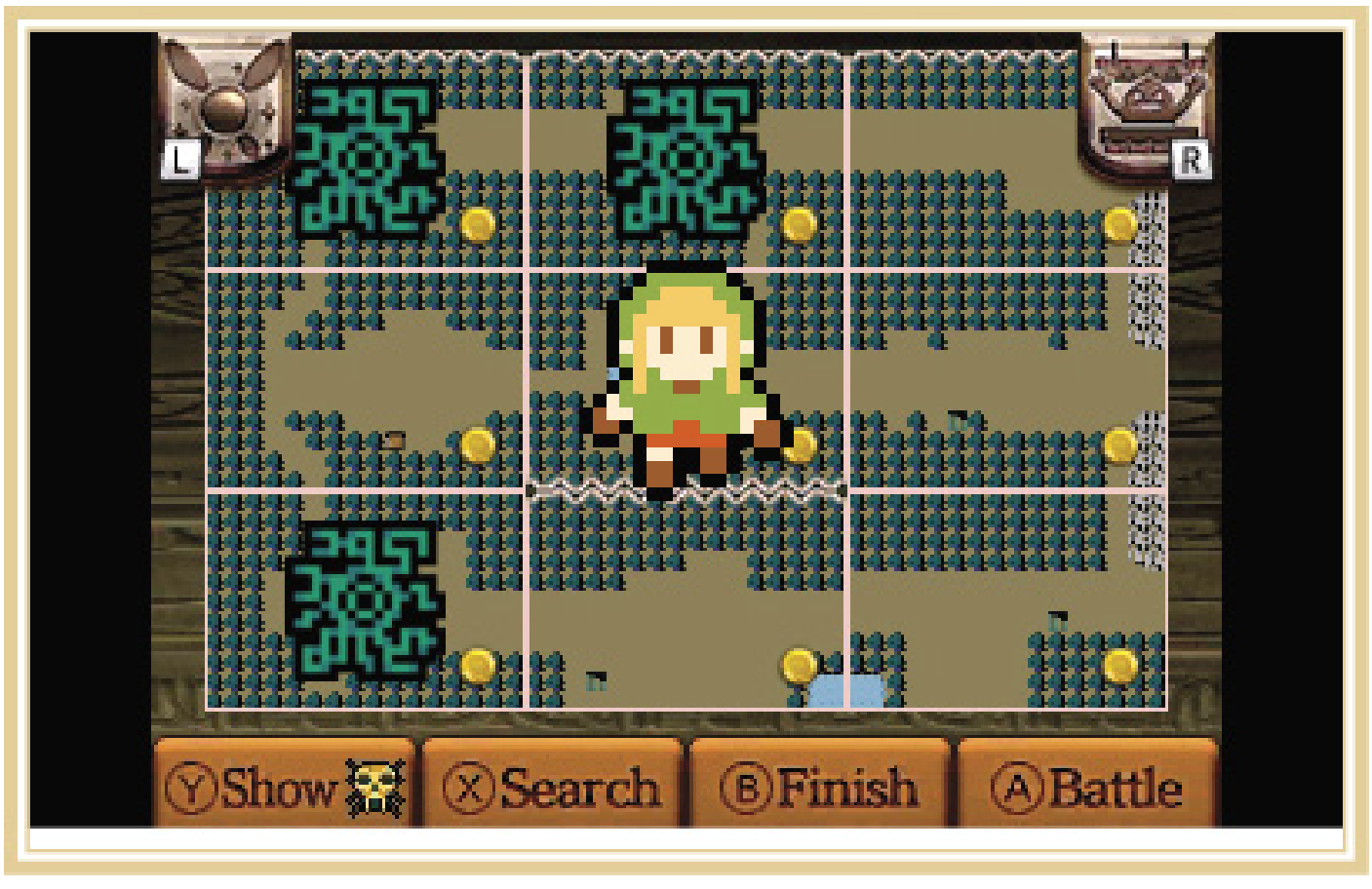
The Twilight Map doesn't have any particularly devastating challenges, but it does throw a few things your way that you should know about. Read on to learn about them.

TWILIGHT AREAS



You can see the odd, square-peppered Twilight areas scattered all over the map. Any square that has a Twilight area also comes with a Twilight Rule. The rules aren't anything you haven't experienced before and they are easily removed, just like in the Great Sea Map. If you don't remove them, you can expect not only to have to deal with the Twilight Rule, but all enemy movements and units disappear from the map during the actual battle. We highly suggest you remove the Twilight areas whenever you have the chance and the way to do that is to use a Tears of Light Item Card on the Search Screen.

TWILIGHT PORTALS



These start out as red until the stage has been cleared. Then green portals litter the Twilight Map and they can be used to hop around the map and explore in a different fashion than you've experienced up to this point. To use a portal, you must first complete the stage it is on, then use an Ooccoo Item Card on the portal in the Search Screen. Each portal is directly linked to another portal on the map. You can see which portals are connected to each other by looking up the square they are on in this guide.

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HYRULE WARRIORS LEGENDS

Twilight Map
A-3

ADVENTURE BATTLE:

USE A MAGIC CIRCLE TO DEFEAT THE ENEMY FORCES!

Unlockables
Food: Fish
Zant – Heart Container (Treasure)

Search Item
Spinner: Zant's Scimitars of Twilight + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Zelda	Ghirahim flees or the Allied Base falls

DEFEAT THE ENEMY CAPTAINS TO HALT ENEMY FORCES

You must defeat the Captains marked on your map to open the gates of the Enemy Base Keep, but that's not all. Your Allied Commander must be escorted to an enemy Keep not far from their starting location, then that Keep must be captured. Defeat every enemy with a health bar above its head to keep your Commander moving toward the Keep. Once inside the Keep, capture it and the Commander creates a Magic Circle for you. If you use that Magic Circle, it clears out hundreds of enemies and a large swath of powerful enemy Captains in one fell swoop. Defeat the remaining marked Captains after using the Magic Circle and the gates to the Enemy Base Keep will be open to you.

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Hyrule Warriors Legends

Twilight Map
A-4

RACK UP YOUR KO COUNT!

Unlockables

Tears of Light

Spinner

Search Item

Bombs: Young Link – Heart Container (A-Rank)

A-Rank

KOs – 1,200 enemies or more

DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Twilight Map
A-5

DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE BEAST OF THE RUINS!

Unlockables

Ghirahim – Heart Container (Treasure)

1,000 KO Skulltula

Second Gold Skulltula

Search Item

Water Bomb: Ghirahim's Costume – Standard Outfit (Twilight)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions

Defeat Fi

Defeat Conditions

Wizzro or a Messenger flees, or the Allied Base falls

Twilight Rule: No Item Attacks

Use a Tears of Light Item Card in the Search Screen to remove this rule.

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep opens up.

DEFEAT THE ENEMY COMMANDER

You can find Fi in the Enemy Base Keep. You cannot open the Keep until you grab the Boss Key from the Academy Keep first, however.

DEFEAT THE IMPRISONED TO WIN

To defeat The Imprisoned, destroy its toes. Watch out for the shock waves it creates when it steps. Alternate between feet whenever The Imprisoned is walking. Once you destroy all of its toes, it falls over and its Weak Point Mark appears. Repeat this and perform a handful of Weak Point Smashes to win.

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HYRULE WARRIORS LEGENDS

Twilight Map
A-6

ADVENTURE BATTLE:

DEFEAT THE SUMMONERS BEFORE IT'S TOO LATE!

Unlockables
Water Bombs
Link – Heart Container (A-Rank)
Fairy
Fairy Food: Weird

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Cia	Ghirahim flees or the Allied Base falls

Twilight Rule: No Special Attacks
Use a Tears of Light Item Card in the Search Screen to remove this rule.

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it only stays marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

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HYRULE WARRIORS LEGENDS

Twilight Map
A-7

MISSING ENEMIES

You must use a Lantern Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

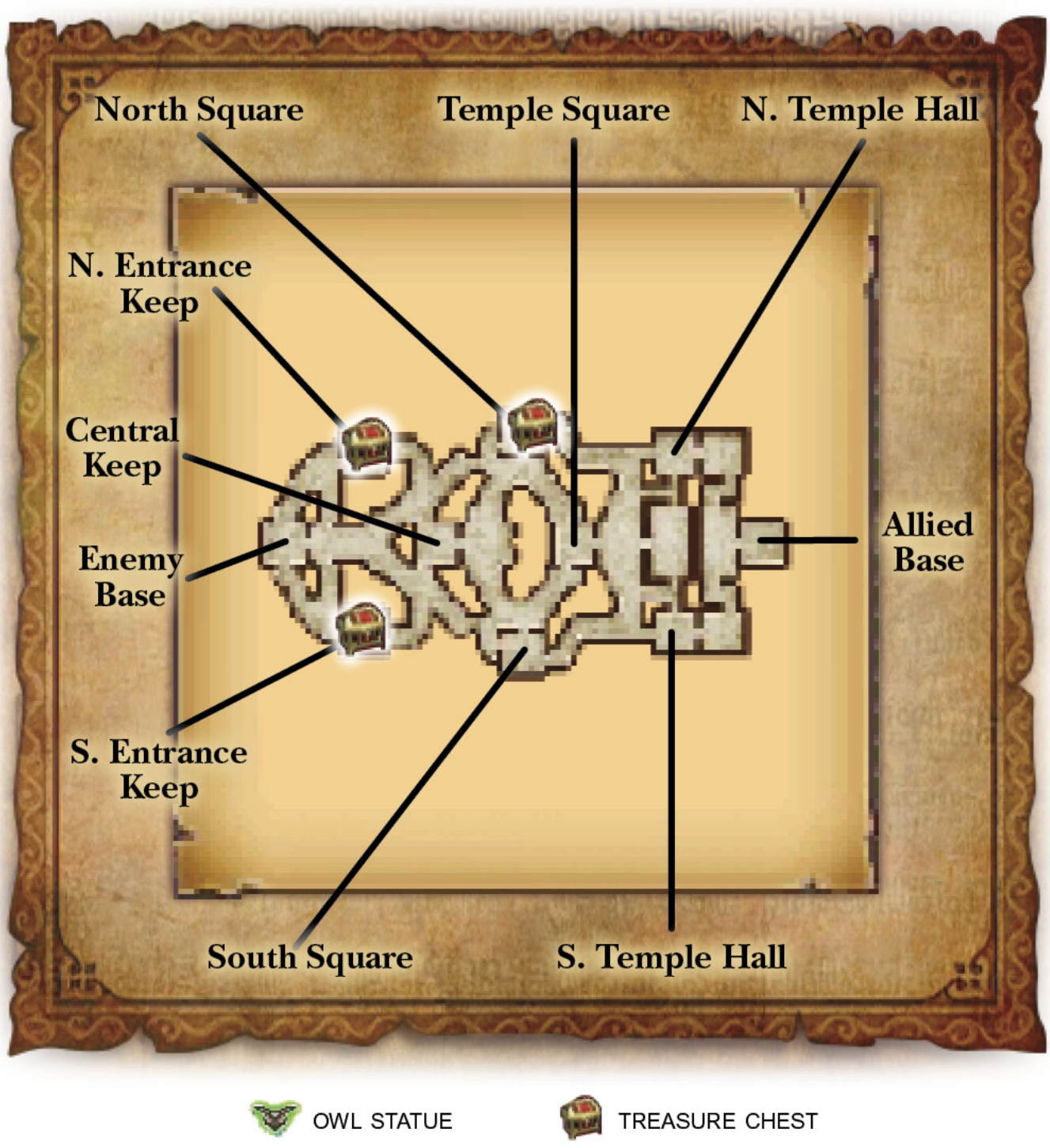
DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE BEAST OF THE PALACE!

LIMITED WARRIOR: TINGLE
Unlockables
Tingle – Heart Container (Treasure)
Fairy Food: Weird
Tears of Light
Lantern

Search Item
Jar: Tingle's Mr. Fairy Balloon + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	**Defeat Conditions**
Defeat Link	Lana flees or the Allied Base falls

DEFEAT THE ENEMY CAPTAINS TO HALT ENEMY FORCES

You must defeat the Captains marked on your map to open the gates of the Enemy Base Keep, but that's not all. Your Allied Commander must also be escorted to an enemy Keep not far from their starting location, then that Keep must be captured. Defeat every enemy with a health bar above its head to keep your Commander moving toward the Keep. Once inside the Keep, capture it and the Commander creates a Magic Circle for you. If you use that Magic Circle, it clears out hundreds of enemies and a large swath of powerful enemy Captains in one fell swoop. Defeat the remaining marked Captains after using the Magic Circle and the gates to the Enemy Base Keep will be open to you.

DEFEAT THE ENEMY COMMANDER

You can find Link in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the N. Entrance Keep first, however.

DEFEAT THE IMPRISONED TO WIN

To defeat The Imprisoned, destroy its toes. Watch out for the shock waves it creates when it steps. Alternate between feet whenever The Imprisoned is walking. Once you destroy all of its toes, it falls over and its Weak Point Mark appears. Repeat this and perform a handful of Weak Point Smashes to win.

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HYRULE WARRIORS LEGENDS

Twilight Map
A-8

TWILIGHT PORTAL

You can use a Ooccoo Item Card on the green portal in the Search Screen to warp to B-3.

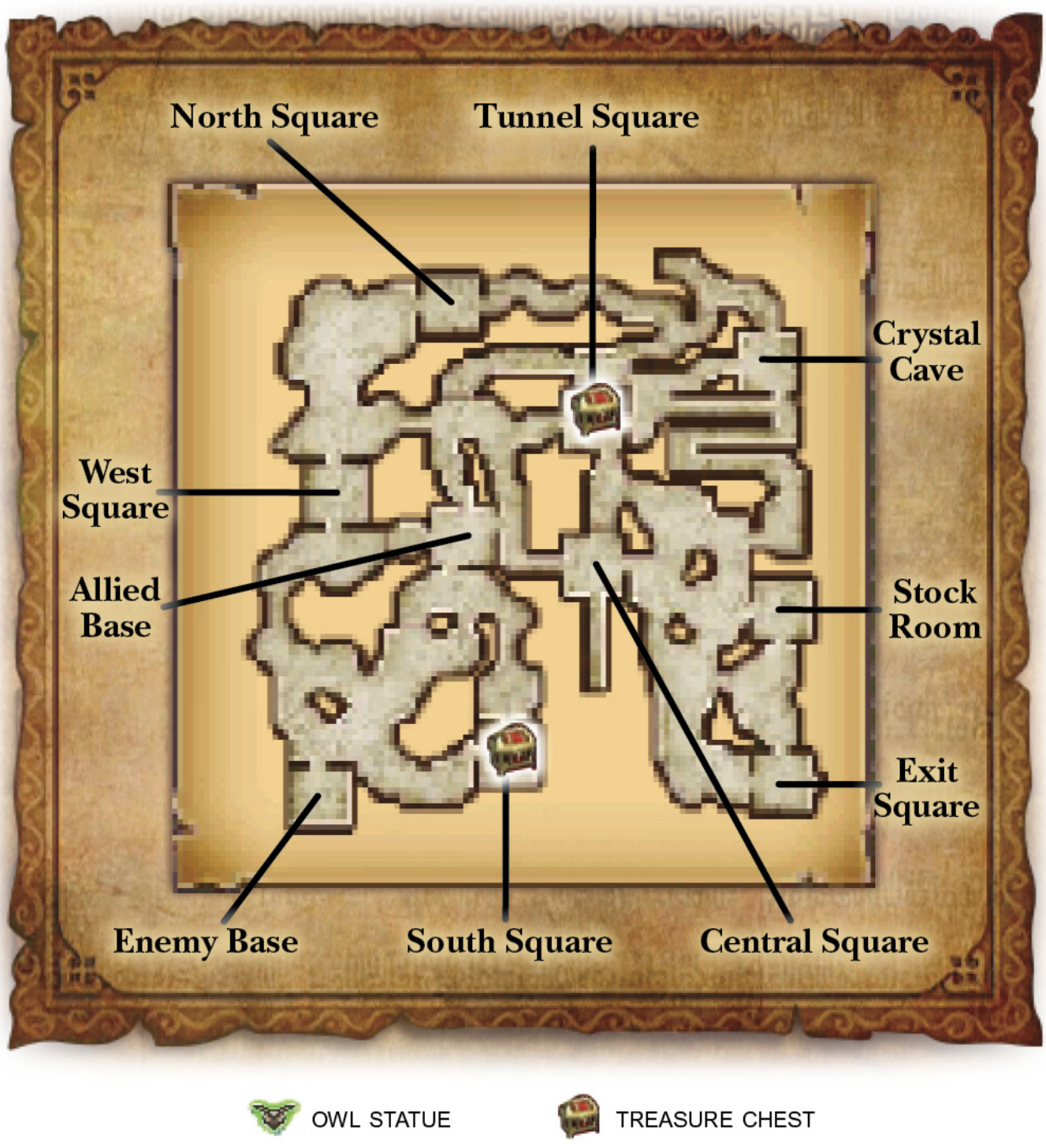
ADVENTURE BATTLE:

STRENGTHEN YOUR ARMY AND DEFEAT THE ENEMY!

Unlockables
None

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions
Defeat Ruto

Defeat Conditions
Lana or a Messenger flees, or the Allied Base falls

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep opens up.

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Hyrule Warriors Legends

Twilight Map
A-9

DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE DESERT DRAGON!

Unlockables
Tears of Light
Lantern
1,000 KO Skulltula
Second Gold Skulltula

Search Item
Bombs: Lana's Sorceress Tome + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Agitha	Sheik flees or the Allied Base falls

DEFEAT THE ENEMY CAPTAINS TO HALT ENEMY FORCES

You must defeat the Captains marked on your map to open the gates of the Enemy Base Keep, but that's not all. Your Allied Commander must be escorted to an enemy Keep not far from their starting location, then that Keep must be captured. Defeat every enemy with a health bar above its head to keep your Commander moving toward the Keep. Once inside the Keep, capture it and the Commander creates a Magic Circle for you. If you use that Magic Circle, it clears out hundreds of enemies and a large swath of powerful enemy Captains in one fell swoop. Defeat the remaining marked Captains after using the Magic Circle and the gates to the Enemy Base Keep will be open to you.

DEFEAT THE ENEMY COMMANDER

You can find Agitha in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the S. Desert Keep first, however.

DEFEAT ARGOROK TO WIN

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

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Twilight Map
A-10

PROTECT THE BOMBCHU

Unlockables

Spinner

Search Item

Jar: Agitha's Costume – Standard Outfit (Twilight)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Twilight Map
A-11

MISSING ENEMIES

You must use a Lantern Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

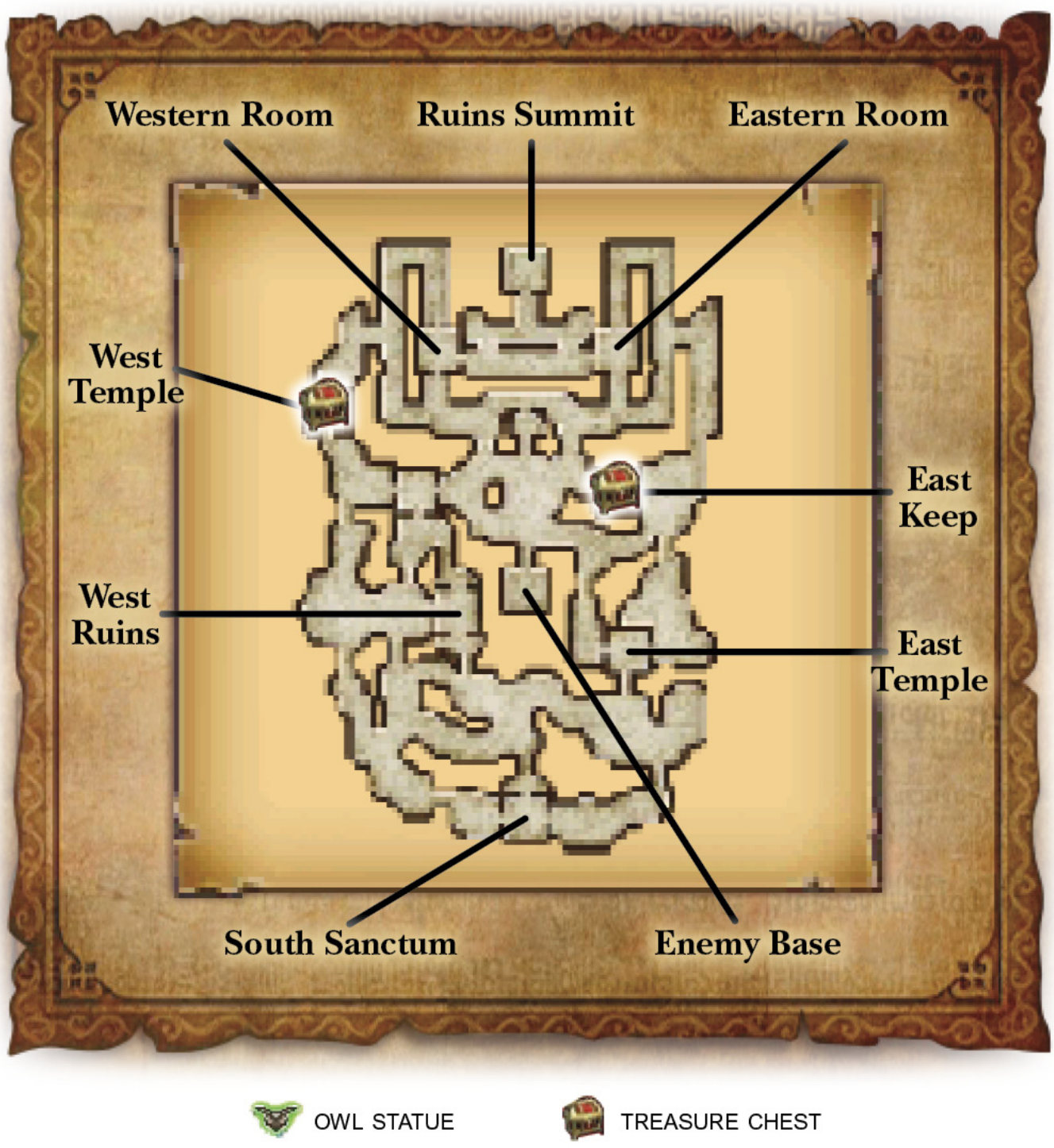
ADVENTURE BATTLE:

LOOK FOR A SOLUTION!

Unlockables
Agitha – Heart Container (Treasure)
Fairy Clothing: Bottoms (Treasure)
Fairy Food: Drink

Search Item
Spinner: Agitha's Princess Parasol + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Midna	Link or Lana flees

Twilight Rule: No Item Attacks
Use a Tears of Light Item Card in the Search Screen to remove this rule

SAVE THE STRANDED ALLIED FORCES!

A few of your Allied Captains are isolated behind enemy lines. You need to get over there and defeat the marked enemy Captains to free your ally before they are defeated.

CAPTURE ONE OF THE KEEPS AND BREAK THROUGH!

To reach your allies, you must first capture one of the two marked Keeps to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps appears. Capture either one of those Keeps to gain full access to the map. Once you defeat the marked enemies attacking your allies, the mission is finished.

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HYRULE WARRIORS LEGENDS

Twilight Map
B-1

TWILIGHT PORTAL

You can use a Ooccoo Item Card on the green portal in the Search Screen to warp to B-8.

ADVENTURE BATTLE:

FIGHT AS A WARRIOR OF LIGHT!

Unlockables

None

Search Item

None

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions

Defeat Cia

Defeat Conditions

Zelda or a Messenger flees, or the Allied Base falls

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep opens up.

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HYRULE WARRIORS LEGENDS

Twilight Map
B-2

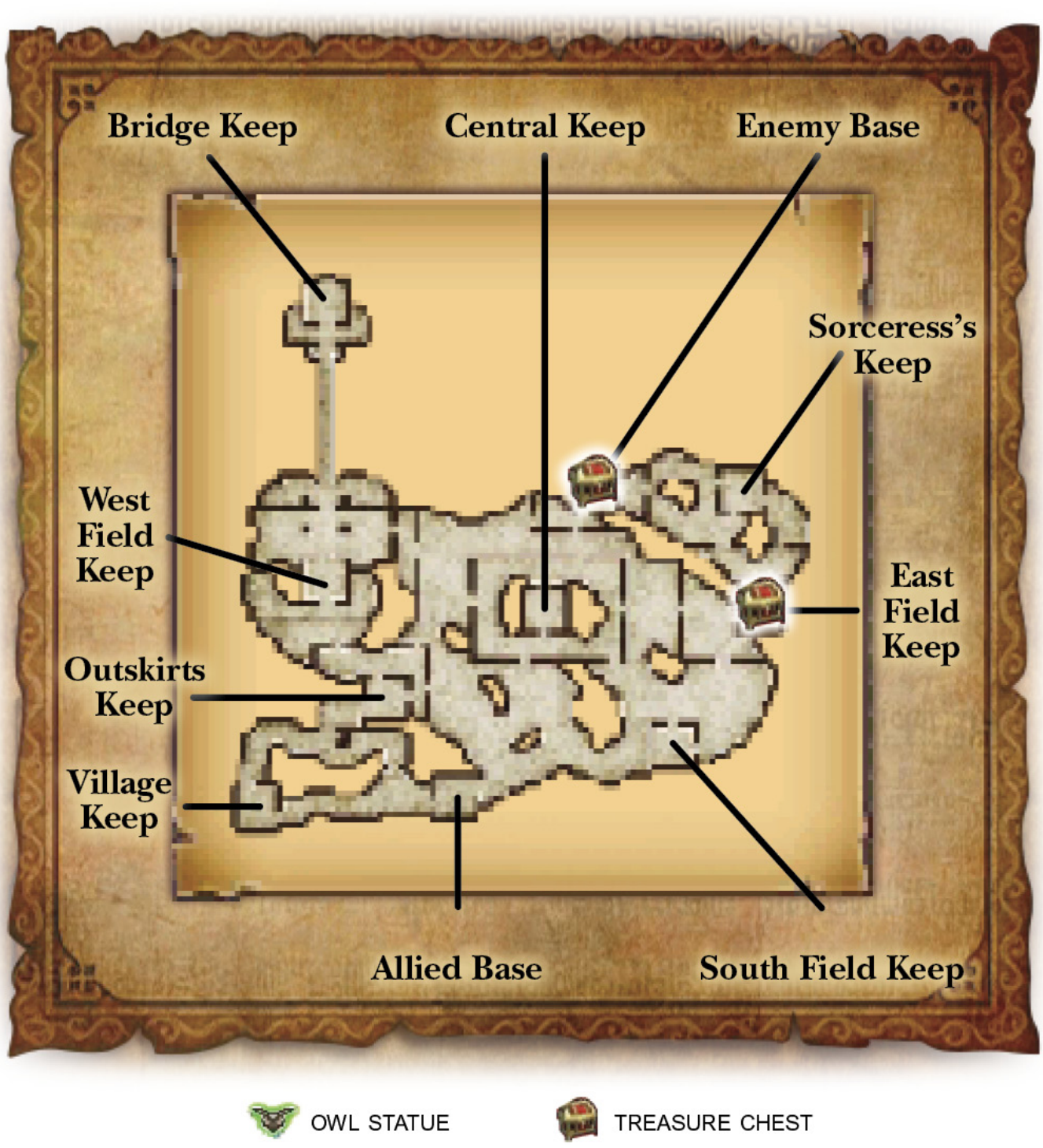
ADVENTURE BATTLE:

WATCH FOR TRAPS ON THE BATTLEFIELD!

Unlockables
Midna – Heart Container (Treasure)
Fairy Clothing: Headwear (Treasure)
Fairy Food: Fish

Search Item
Digging Mitts: Midna's Costume – Standard Outfit (Twilight)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Impa	Sheik flees or the Allied Base falls

DEFEAT ENEMY TROOPS AND DEFEND THE ALLIED BASE

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder, you are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu west of your starting position, just above the Outskirts Keep. After defeating that Bombchu, immediately head north toward the Bombchu just above the West Field Keep. Then take out the Bombchu on the northeast side of the map; this one is set to head to the Allied Base Keep and if it detonates, you instantly lose the battle.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

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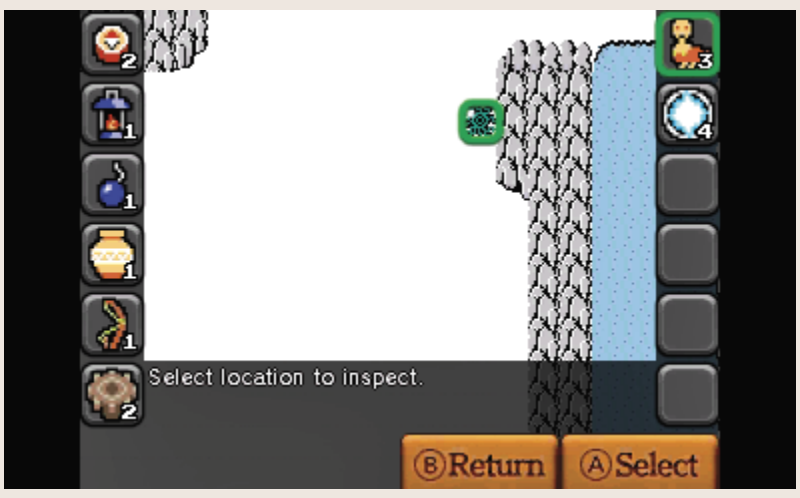
HYRULE WARRIORS LEGENDS

Twilight Map
B-3

TWILIGHT PORTAL



You can use a Ooccoo Item Card on the green portal in the Search Screen to warp to A-8.

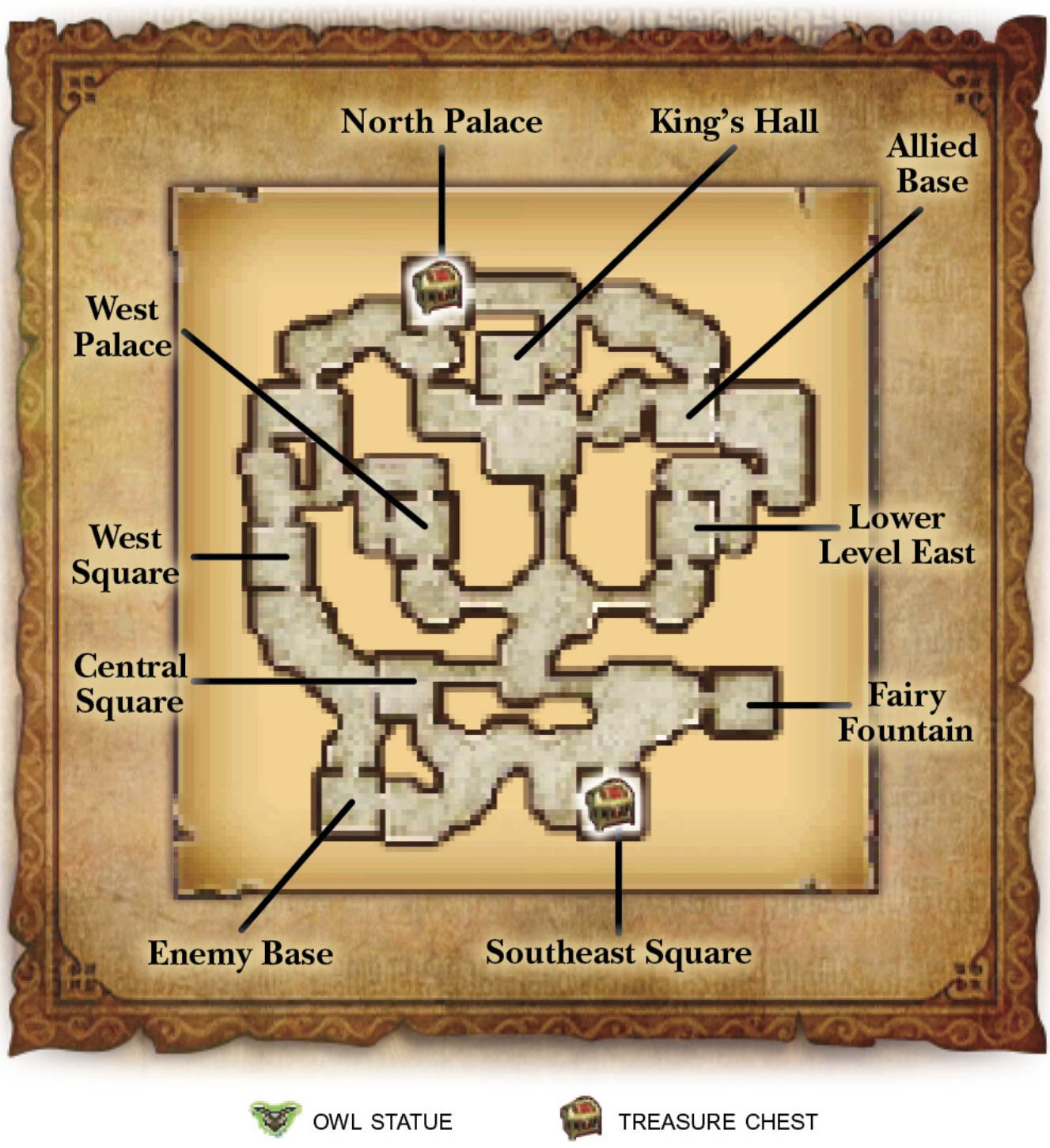
ADVENTURE BATTLE:

DEFEAT THE DARKNUT FORCES!

Unlockables
None

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Zant	Sheik flees or the Allied Base falls

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it only stays marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

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HYRULE WARRIORS LEGENDS

Twilight Map
B-4

ADVENTURE BATTLE:

DEFEAT THE DISORDERLY FORCES!

Unlockables
Volga – Heart Container (Treasure)
Fairy Food: Weird

Search Item
Spinner: Volga's Costume – Standard Outfit (Twilight)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Ghirahim	Impa flees of the Allied Base falls

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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Hyrule Warriors Legends

Twilight Map
B-5

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables

Jar

Search Item

Bombs: Ruto – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 10,000 damage or less

GOHMA

To defeat Gohma, use your Bow to shoot its eye when it turns blue to reveal its Weak Point Mark. Hit it with a handful of Weak Point Smashes to win.

THE IMPRISONED

To defeat The Imprisoned, destroy its toes. Watch out for the shock waves it creates when it steps. Alternate between feet whenever The Imprisoned is walking. Once you destroy all of its toes, it falls over and its Weak Point Mark appears. Repeat this and perform a handful of Weak Point Smashes to win.

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HYRULE WARRIORS LEGENDS

Twilight Map
B-6

ADVENTURE BATTLE:

USE A MAGIC CIRCLE TO DEFEAT THE ENEMY FORCES!

Unlockables
Fi – Heart Container (Treasure)
1,000 KO Skulltula
Second Gold Skulltula

Search Item
Fishing Rod: Fi's Costume – Standard Outfit (Twilight)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Ghirahim	Link flees or the Allied Base falls

Twilight Rule: No Focus Spirit
Use a Tears of Light Item Card in the Search Screen to remove this rule

DEFEAT THE ENEMY CAPTAINS TO HALT ENEMY FORCES

You must defeat the Captains marked on your map to open the gates of the Enemy Base Keep, but that's not all. Your Allied Commander must be escorted to an enemy Keep not far from their starting location, then that Keep must be captured. Defeat every enemy with a health bar above its head to keep your Commander moving toward the Keep. Once inside the Keep, capture it and the Commander creates a Magic Circle for you. If you use that Magic Circle, it clears out hundreds of enemies and a large swath of powerful enemy Captains in one fell swoop. Defeat the remaining marked Captains after using the Magic Circle and the gates to the Enemy Base Keep will be open to you.

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Twilight Map
B-7

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables
Ooccoo
Ghirahim – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

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HYRULE WARRIORS LEGENDS

Twilight Map

B-8

MISSING ENEMIES

You must use a Lantern Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

TWILIGHT PORTAL

You can use a Ooccoo Item Card on the green portal in the Search Screen to warp to B-1.

PROTECT THE BOMBCHU

Unlockables
None

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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Twilight Map
B-9

LEARN THE KEY TO A BALANCED ATTACK!

Unlockables
Ooccoo

Search Item
Digging Mitts: Linkle – Heart Container (A-Rank)

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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Twilight Map
B-10

PUT AN END TO THE ENEMY'S DIVISIVE PLAN!

Unlockables

Digging Mitts

Tingle – Heart Container (A-Rank)

Search Item

None

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

Twilight Rule: No Special Attacks

Use a Tears of Light Item Card in the Search Screen to remove this rule.

AGITHA

You'll face an ever-dividing Agitha in this scenario.

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Twilight Map

B-11

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables
Tears of Light
Lantern

Search Item
Spinner: Impa's Costume – Standard Outfit (Twilight)

A-Rank
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

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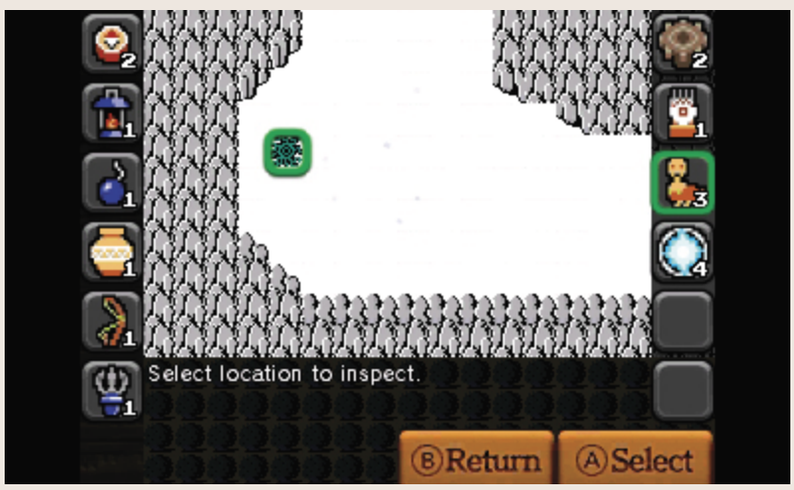
HYRULE WARRIORS LEGENDS

Twilight Map

C-1

TWILIGHT PORTAL



You can use a Ooccoo Item Card on the green portal in the Search Screen to warp to D-1.

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables
None

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

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Hyrule Warriors Legends

Twilight Map
C-2

MISSING ENEMIES

You must use a Lantern Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

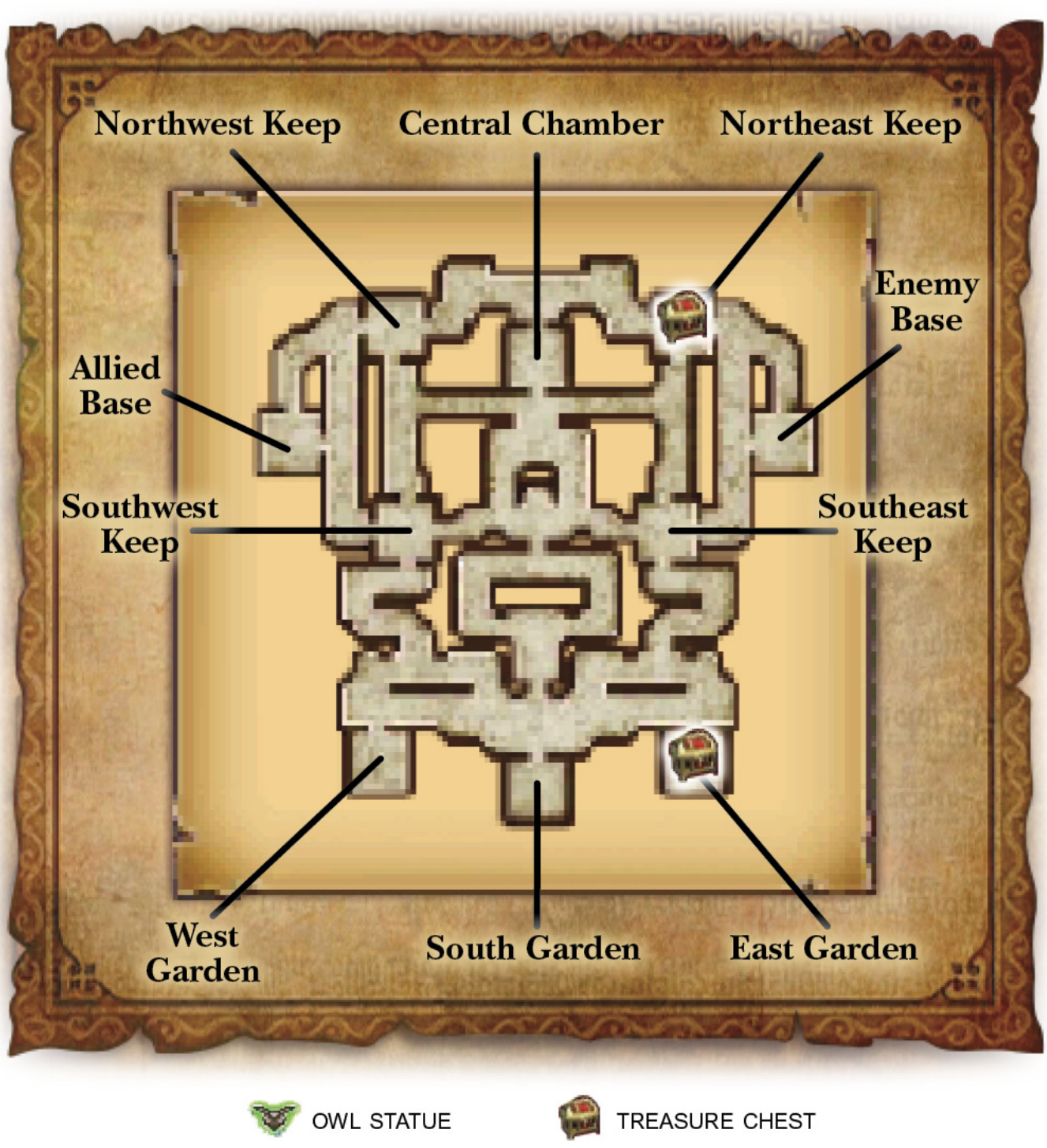
ADVENTURE BATTLE:

DEFEAT THE BARRIER SPECIALIST FORCES!

Unlockables
Link – Heart Container (Treasure)
Fairy Clothing: Top (Treasure)
Fairy Food: Fish

Search Item
Bombs: Link's Magical Sword + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Cia	Darunia flees or the Allied Base falls

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it only stays marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

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Twilight Map
C-3

LEARN THE KEY TO A BALANCED ATTACK!

Unlockables

None

Search Item

Jar: Zelda – Heart Container (A-Rank

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

Twilight Rule: No Focus Spirit

Use a Tears of Light Item Card in the Search Screen to remove this rule.

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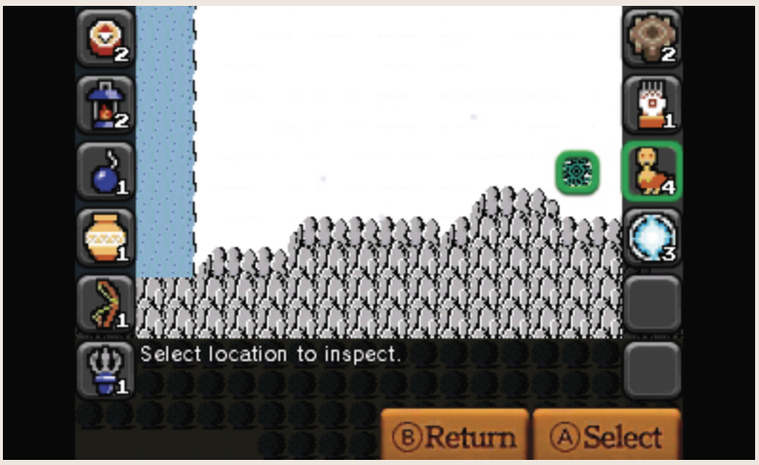
HYRULE WARRIORS LEGENDS

Twilight Map

C-4

TWILIGHT PORTAL



You can use a Ooccoo Item Card on the green portal in the Search Screen to warp to D-2.

PROTECT THE BOMBCHU

Unlockables

None

Search Item

None

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

Twilight Rule

Use a Tears of Light Item Card in the Search Screen to remove this rule.

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HYRULE WARRIORS LEGENDS

Twilight Map
C-5

ADVENTURE BATTLE:

DEFEAT THE COMMANDERS OF TWO ARMIES!

Unlockables
Tears of Light
Fishing Rod
Tingle – Heart Container (A-Rank)
Fairy Clothing: Top (Treasure)
Fairy Food: Feast

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Zelda and Darknut	Fi flees or the Allied Base falls

DEFEAT A VALUED ENEMY CAPTAIN

A Captain from both enemy armies appears on the map. Find the nearest one and defeat it to gain access to that Captain's Commander.

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Twilight Map
C-6

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Clawshot
Fi – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 20 ENEMY CAPTAINS!

The Captains you must defeat in this Scenario are Aeralfos.They don't have any methods of attacking you that really pose a threat. Stick to a ranged weapon or the Bow Sub-Weapon and pick them off one at a time and you'll be fine.

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Twilight Map
C-7

PUT AN END TO THE ENEMY'S DIVISIVE PLAN!

Unlockables
Ooccoo

Search Item
Spinner: Tetra – Heart Container (A-Rank)

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

MIDNA

You'll have to battle a magically multiplying Midna in this stage.

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HYRULE WARRIORS LEGENDS

Twilight Map
C-8

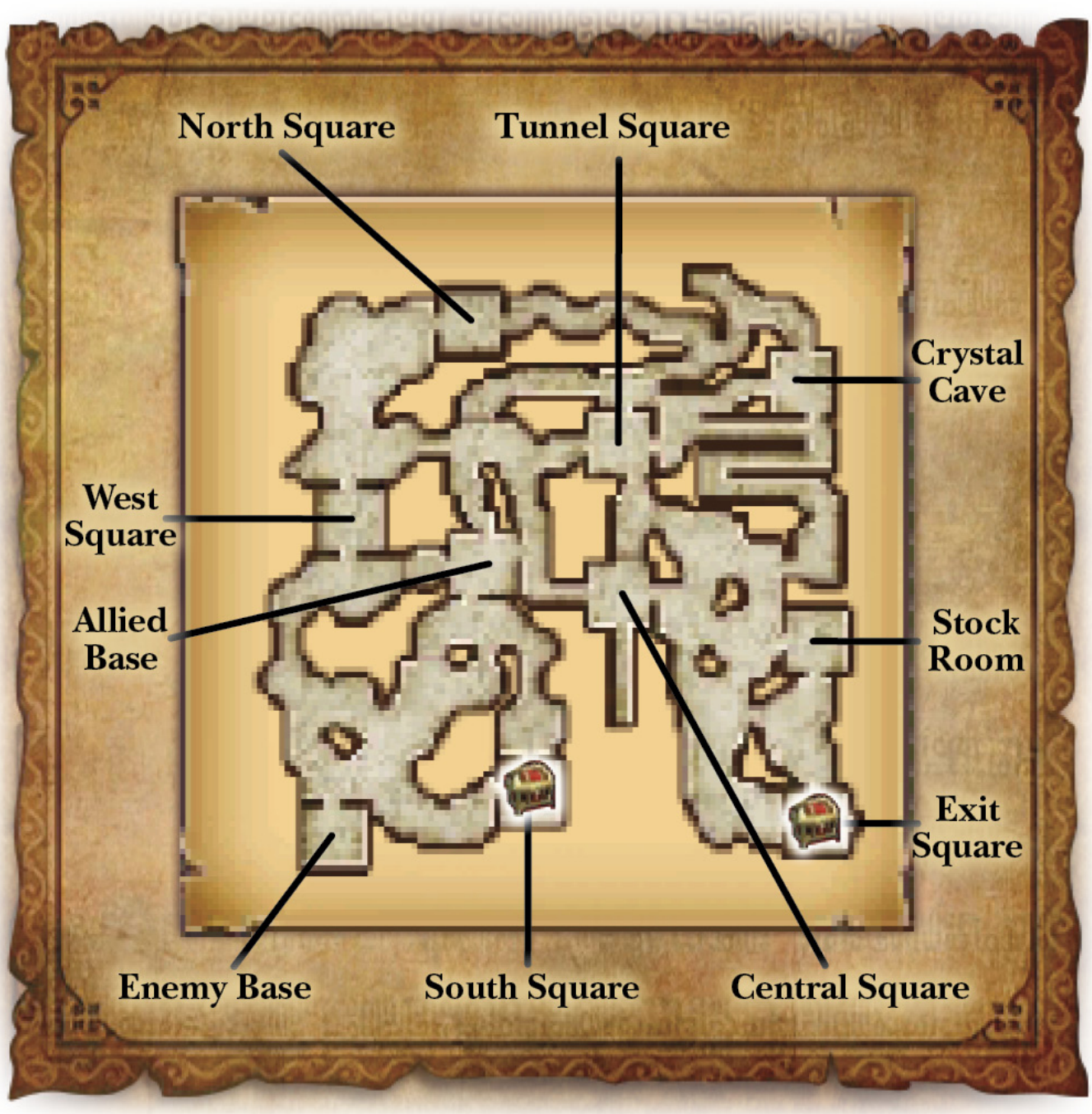
ADVENTURE BATTLE:

DEFEAT THE DISORDERLY FORCES!

Unlockables
Zant – Heart Container (A-Rank)
1,000 KO Skull
Second Gold Skulltula

Search Item
Jar: Zant's Costume – Standard Outfit (Twilight)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Wizzro	Agitha flees or the Allied Base falls

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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Twilight Map
C-9

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables

Young Link – Heart Container (A-Rank)

Tears of Light

Jar

Search Item

None

A-Rank

TIME – 15 minutes or less

DAMAGE – 10,000 damage or less

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HYRULE WARRIORS LEGENDS

Twilight Map
C-10

ADVENTURE BATTLE:

BEHOLD THE POWER OF TEAMWORK!

Unlockables

Fairy Clothing: Top (Treasure)

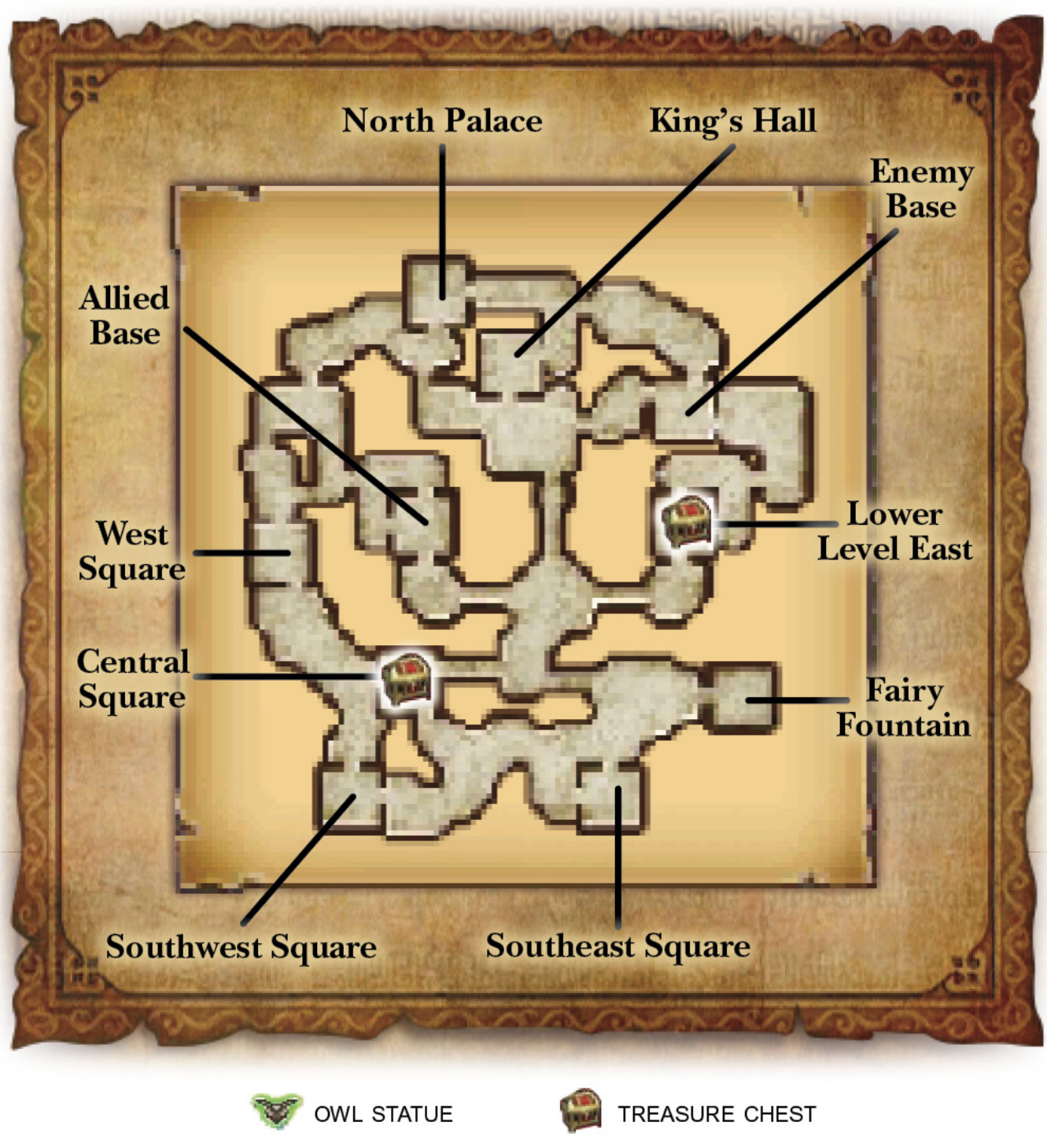
Fairy Food: Weird

Search Item

Jar: Agitha – Heart Container (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Condition

Defeat Volga

Defeat Condition

Zelda or a Messenger flees or the Allied Base falls

Twilight Rule: No Focus Spirit

Use a Tears of Light Item Card in the Search Screen to remove this rule.

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep opens up.

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Twilight Map

C-11

MISSING ENEMIES

You must use a Lantern Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

PROTECT THE BOMBCHU

Unlockables
Ooccoo

Search Item
Digging Mitts: Zelda's Costume – Standard Outfit (Twilight)

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Twilight Map

C-12

TWILIGHT PORTAL

You can use a Ooccoo Item Card on the green portal in the Search Screen to warp to F-1.

PUT AN END TO THE ENEMY'S DIVISIVE PLAN!

Unlockables
None

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

FI

You'll have to face off with a dangerously dancing troupe of Fis in this scenario.

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Hyrule Warriors Legends

Twilight Map
D-1

TWILIGHT PORTAL

You can use a Ooccoo Item Card on the green portal in the Search Screen to warp to C-1.

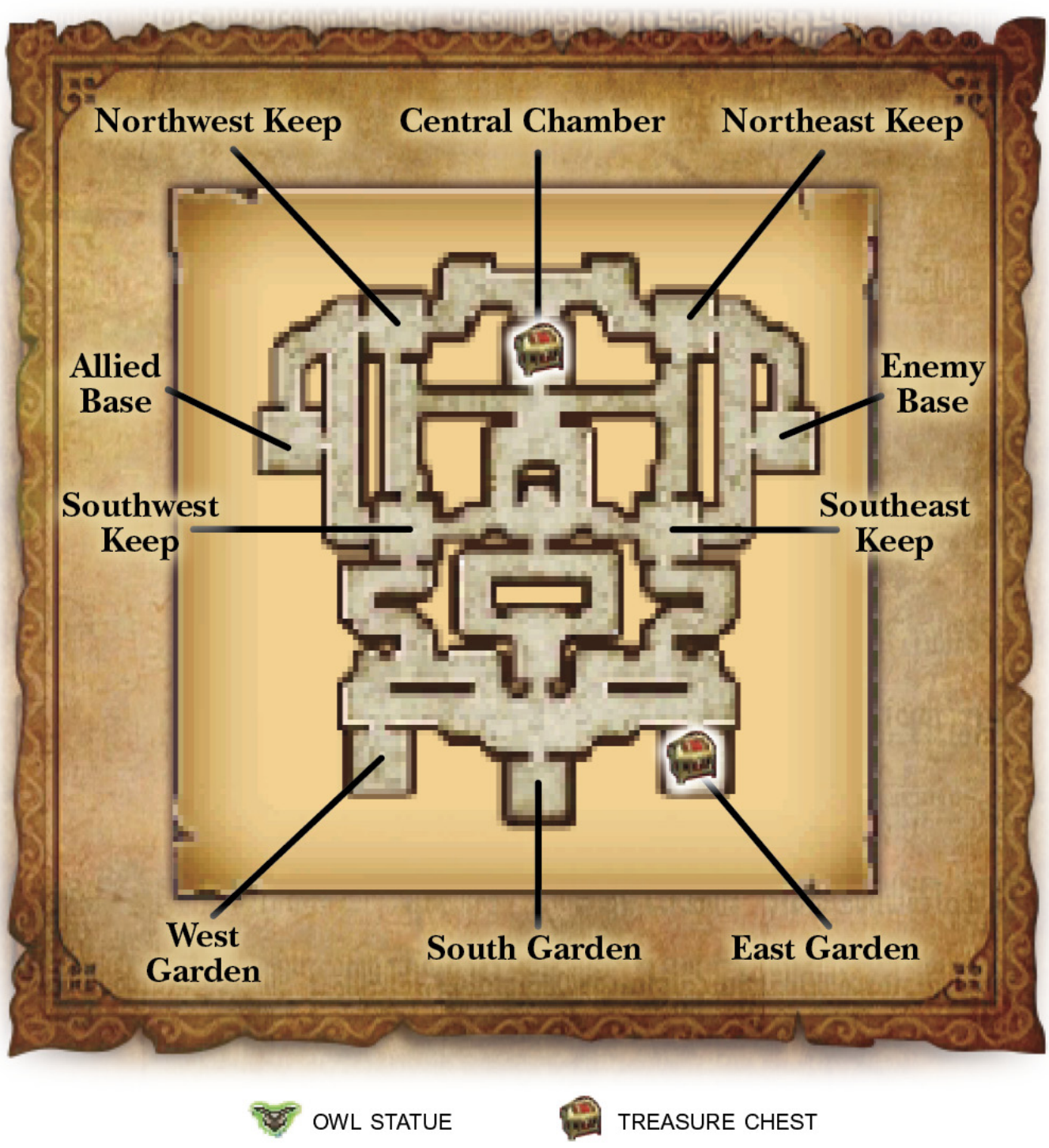
ADVENTURE BATTLE:

DEFEAT THE WIZARD FORCES!

Unlockables
None

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Twili Midna	Zant flees or the Allied Base falls

DEFEAT THE ENEMY CAPTAINS TO HALT ENEMY FORCES

You must defeat the Captains marked on your map to open the gates of the Enemy Base Keep, but that's not all. Your Allied Commander must be escorted to an enemy Keep not far from their starting location, then that Keep must be captured. Defeat every enemy with a health bar above its head to keep your Commander moving toward the Keep. Once inside the Keep, capture it and the Commander creates a Magic Circle for you. If you use that Magic Circle, it clears out hundreds of enemies and a large swath of powerful enemy Captains in one fell swoop. Defeat the remaining marked Captains after using the Magic Circle and the gates to the Enemy Base Keep will be open to you.

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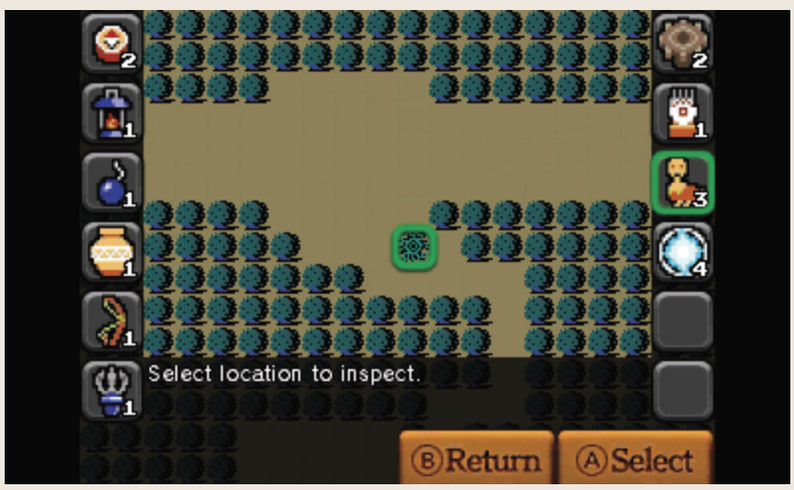
HYRULE WARRIORS LEGENDS

Twilight Map

D-2

TWILIGHT PORTAL



You can use a Ooccoo Item Card on the green portal in the Search Screen to warp to C-4.

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables
None

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

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Twilight Map
D-3

PUT AN END TO THE ENEMY'S DIVISIVE PLAN!

Unlockables
Zant – Heart Container (A-Rank)
Tears of Light
Compass

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

ZELDA

You battle an overzealous pack of Zeldas in this level.

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HYRULE WARRIORS LEGENDS

Twilight Map
D-4

ADVENTURE BATTLE:

DEFEAT THE COMMANDERS OF TWO ARMIES!

Unlockables

Spinner

Tetra – Heart Container (Treasure)

Fairy Clothing: Top (Treasure)

Search Item

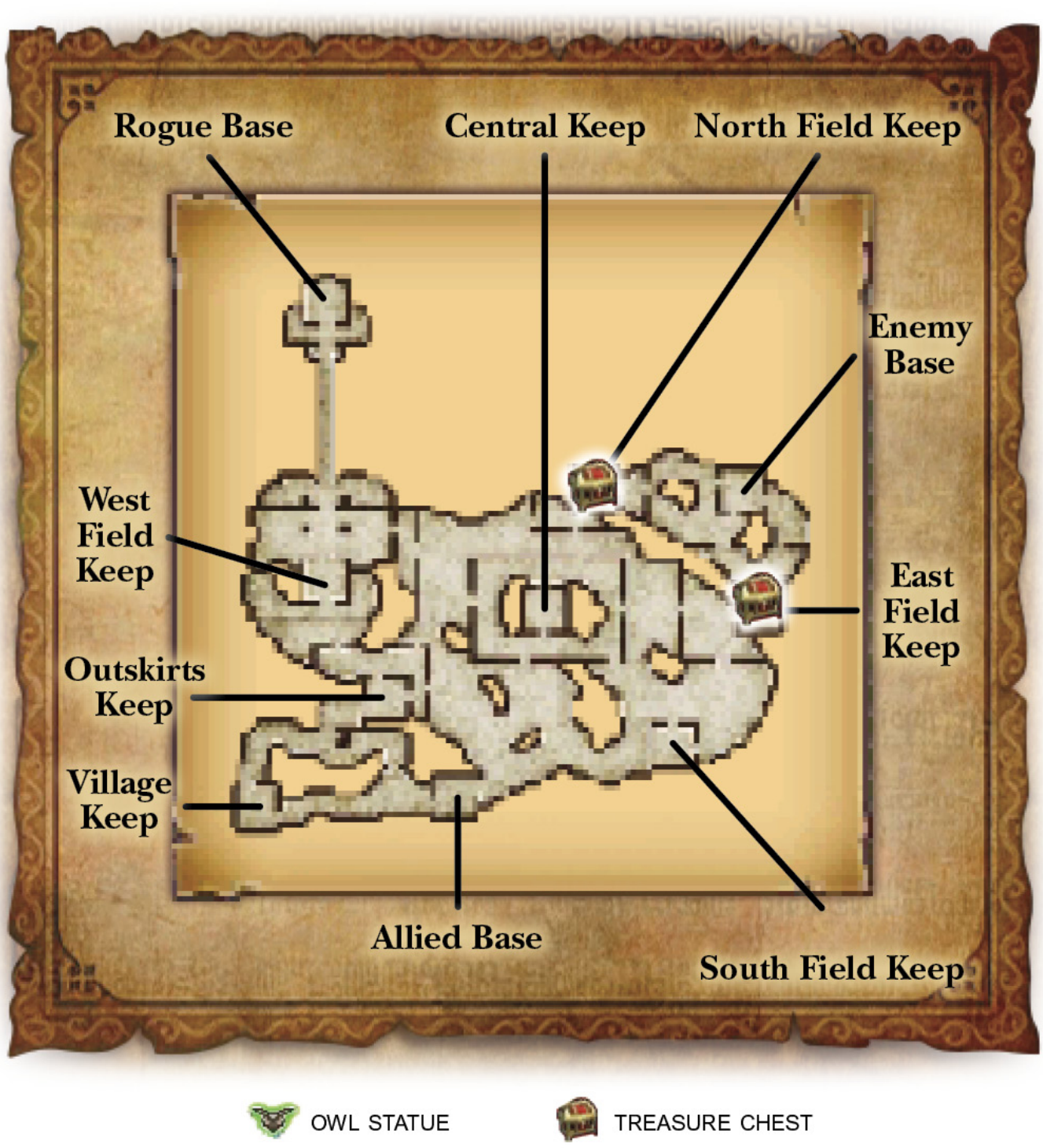
Digging Mitts: Tetra's Regal Cutlass + (A-Rank)

A-Rank

KOs – 1,200 enemies or more

TIME – 15 minutes or less

DAMAGE – 10,000 damage or less



Victory Condition

Defeat Zant and Fiery Aeralfos

Defeat Condition

Twili Midna flees or the Allied Base falls

DEFEAT A VALUED ENEMY CAPTAIN

A Captain from both enemy armies appears on the map. Find the nearest one and defeat it to gain access to that Captain's Commander.

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HYRULE WARRIORS LEGENDS

Twilight Map
D-5

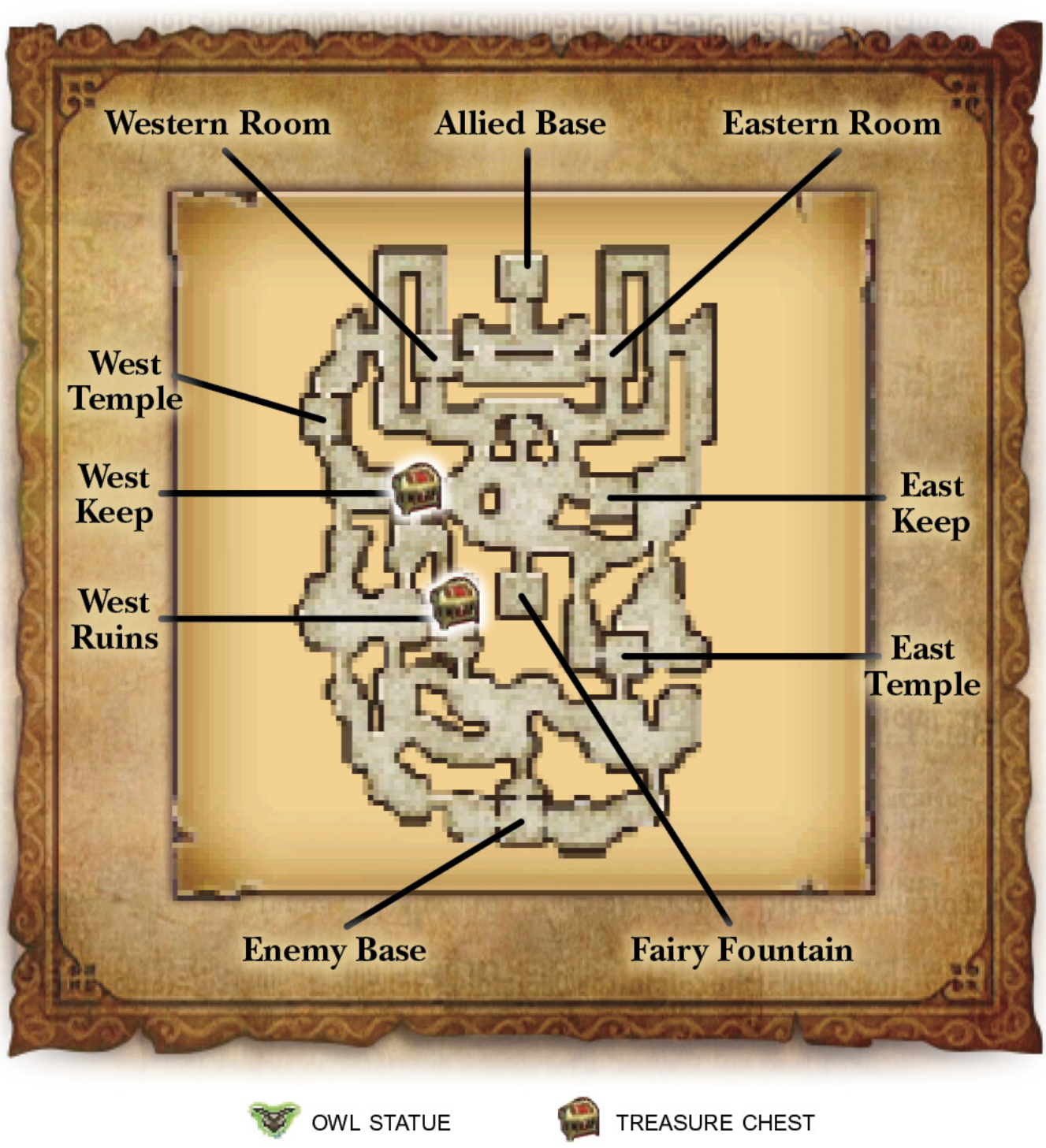
ADVENTURE BATTLE:

FIGHT AS A WARRIOR OF WATER OR LIGHTNING!

Unlockables
Bombs
Link – Heart Container (Treasure)
Fairy Clothing: Headwear (Treasure)

Search Item
Spinner: Link's Triforce Spinner + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Volga	Agitha flees or Allied Base falls

Twilight Rule: No Special Attacks
Use a Tears of Light Item Card in the Search Screen to remove this rule.

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

To open the gates of the Enemy Base Keep, capture all of the Keeps marked on your map.

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HYRULE WARRIORS LEGENDS

Twilight Map
D-6

ADVENTURE BATTLE:

DEFEAT THE BARRIER SPECIALIST FORCES!

Unlockables

Lantern

Linkle – Heart Container (Treasure)

Fairy Clothing: Top (Treasure)

Fairy Food: Fish

Search Item

Bombs: Linkle's Legend's Crossbows + (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Ghirahim	Zant flees or Allied Base falls

Twilight Rule: No Focus Spirit

Use a Tears of Light Item Card in the Search Screen to remove this rule.

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it only stays marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

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Hyrule Warriors Legends

Twilight Map
D-7

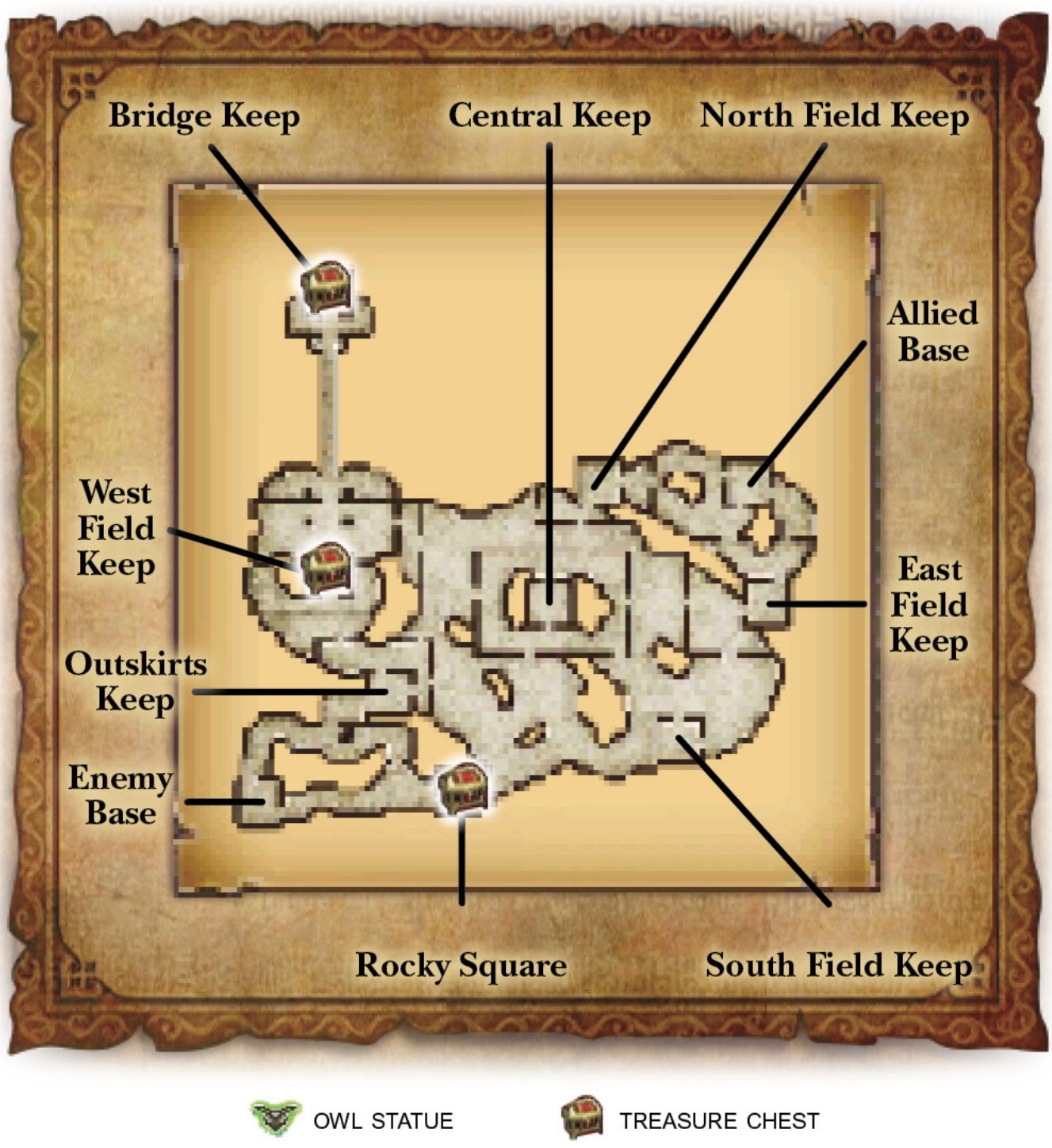
DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE DRAGON OF THE LAKE!

Unlockables
Tears of Light
Bomb
Fairy Clothing: Top (Treasure)
Fairy Food: Fish

Search Item
Fishing Rod: Agitha – Heart Container (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Sheik	Lana flees or Allied Base falls

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it only stays marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

DEFEAT THE ENEMY COMMANDER

You can find Sheik in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the West Field Keep first, however.

DEFEAT ARGOROK TO WIN

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

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Hyrule Warriors Legends

Twilight Map
D-8

MISSING ENEMIES

You must use a Lantern Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

DUNGEON SCENARIO:

DEFEAT THE MOUNTAIN BEAST!

Unlockables

Fairy Clothing: Headwear (Treasure)

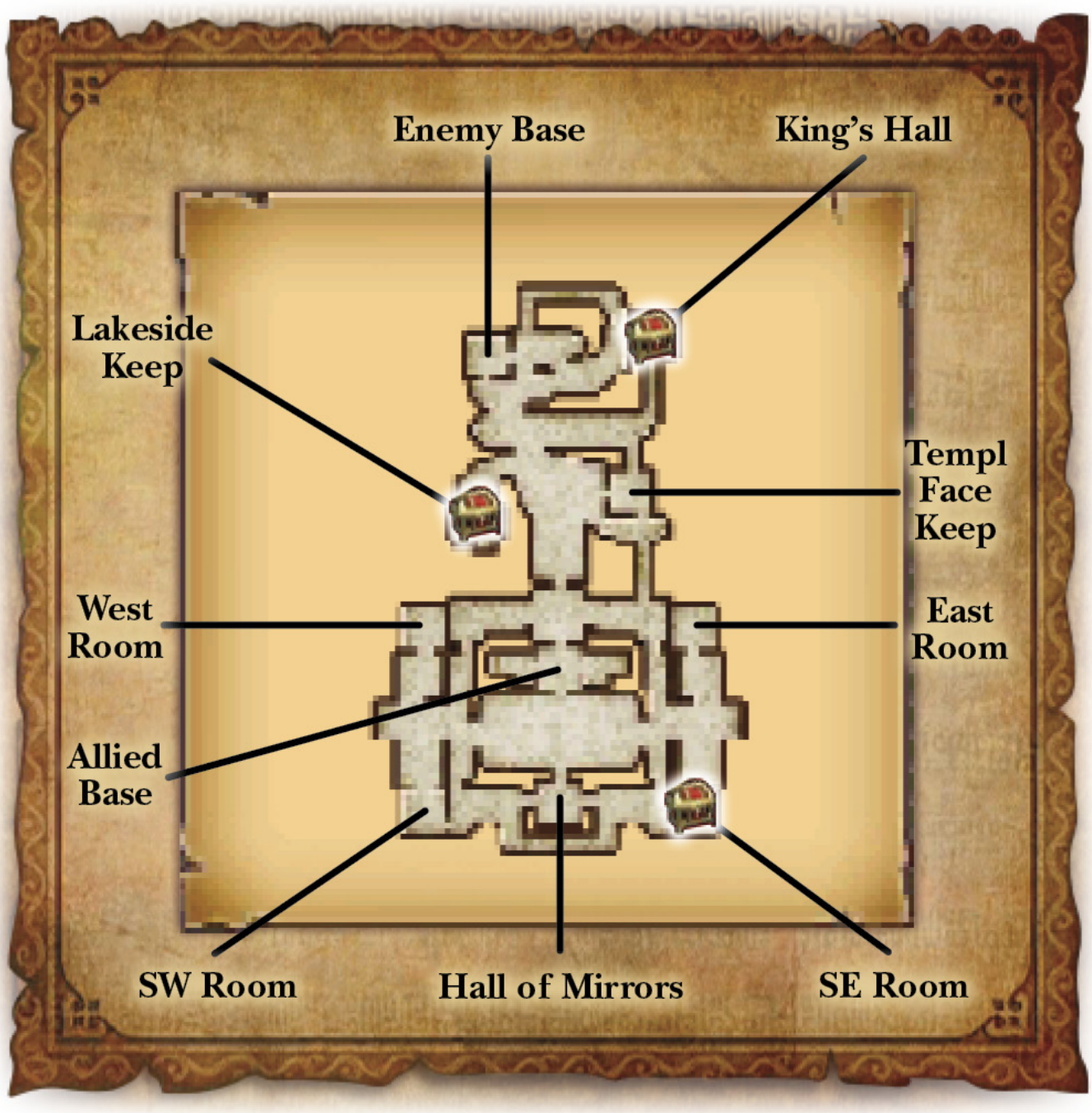
Fairy Food: Fish

Search Item

Water Bombs: Zelda – Heart Container (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Condition

Defeat Ganondorf

Defeat Condition

Fi or a Messenger flees or the Allied Base falls

Twilight Rule: No Special Attacks

Use a Tears of Light Item Card in the Search Screen to remove this rule.

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep will open up.

DEFEAT THE ENEMY COMMANDER

You can find Ganondorf in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Lakeside Keep first, however.

DEFEAT ARGOROK TO WIN

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

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HYRULE WARRIORS LEGENDS

Twilight Map
D-9

LEARN THE KEY TO A BALANCED ATTACK!

Unlockables
Tears of Light
Spinner

Search Item
Bombs: Ganondorf's Costume – Era of Twilight Armor

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Twilight Map
D-10

ADVENTURE BATTLE:

DEFEAT THE BARRIER SPECIALIST FORCES!

Unlockables

Tears of Light

Water Bomb

Zelda – Heart Container (Treasure)

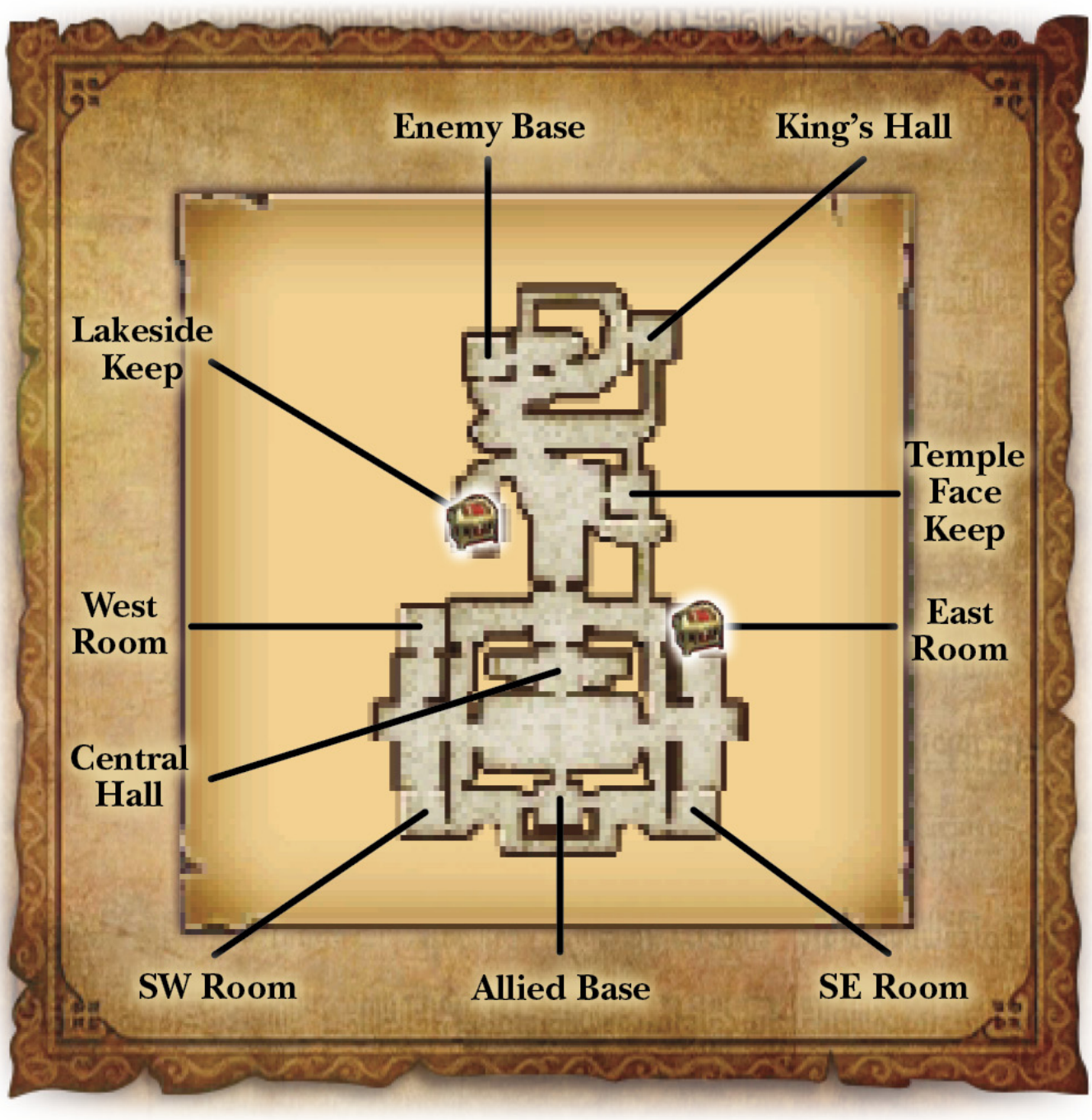
Fairy Clothing: Top (Treasure)

Search Item

Digging Mitts: Zelda's Gleaming Rapier + (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Ganondorf	Impa flees or Allied Base falls

Twilight Rule: No Special Attacks

Use a Tears of Light Item Card in the Search Screen to remove this rule.

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it only stays marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

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Hyrule Warriors Legends

Twilight Map
D-11

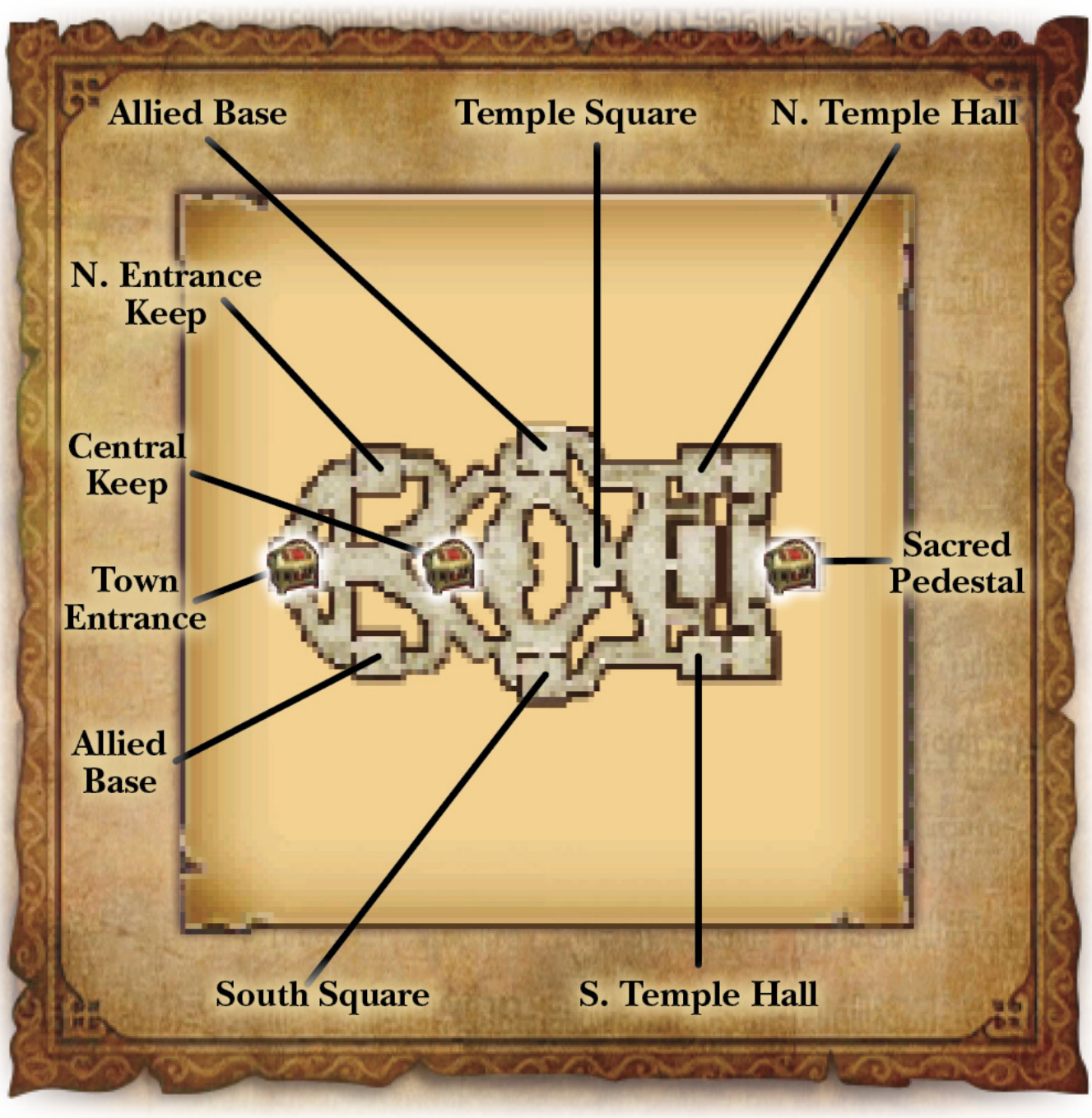
DUNGEON SCENARIO:

DEFEAT THE BEAST OF THE TEMPLE!

Unlockables
Volga – Heart Container (A-Rank)
1,000 KO Skulltula
Tears of Light
Digging Mitts
Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Sheik	Fi flees or Allied Base falls

DEFEAT ENEMY TROOPS AND DEFEND THE ALLIED BASE

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu northeast of your starting position. Send your other Playable Warrior to the Bombchu in the southwest corner, near the Enemy Base Keep. Once you've defeated the first Bombchu, head to the south end of the map and take out the Bombchu there. Switch to your Playable Warrior and take out the final Bombchu to complete the mission.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

DEFEAT THE ENEMY COMMANDER

You can find Sheik in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Sacred Pedestal Keep first, however.

DEFEAT MANHANDLA TO WIN

To defeat Manhandla, wait until its stalks turn green, then hit them with the Boomerang. Once you've hit all four, Manhandla uproots and its Weak Point Mark is revealed. Hit it with a handful of Weak Point Smashes to make short work of the monstrous man-eater.

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HYRULE WARRIORS LEGENDS

Twilight Map
D-12

ADVENTURE BATTLE:

FIGHT AS A WARRIOR OF LIGHT!

Unlockables

Cia – Heart Container (A-Rank)

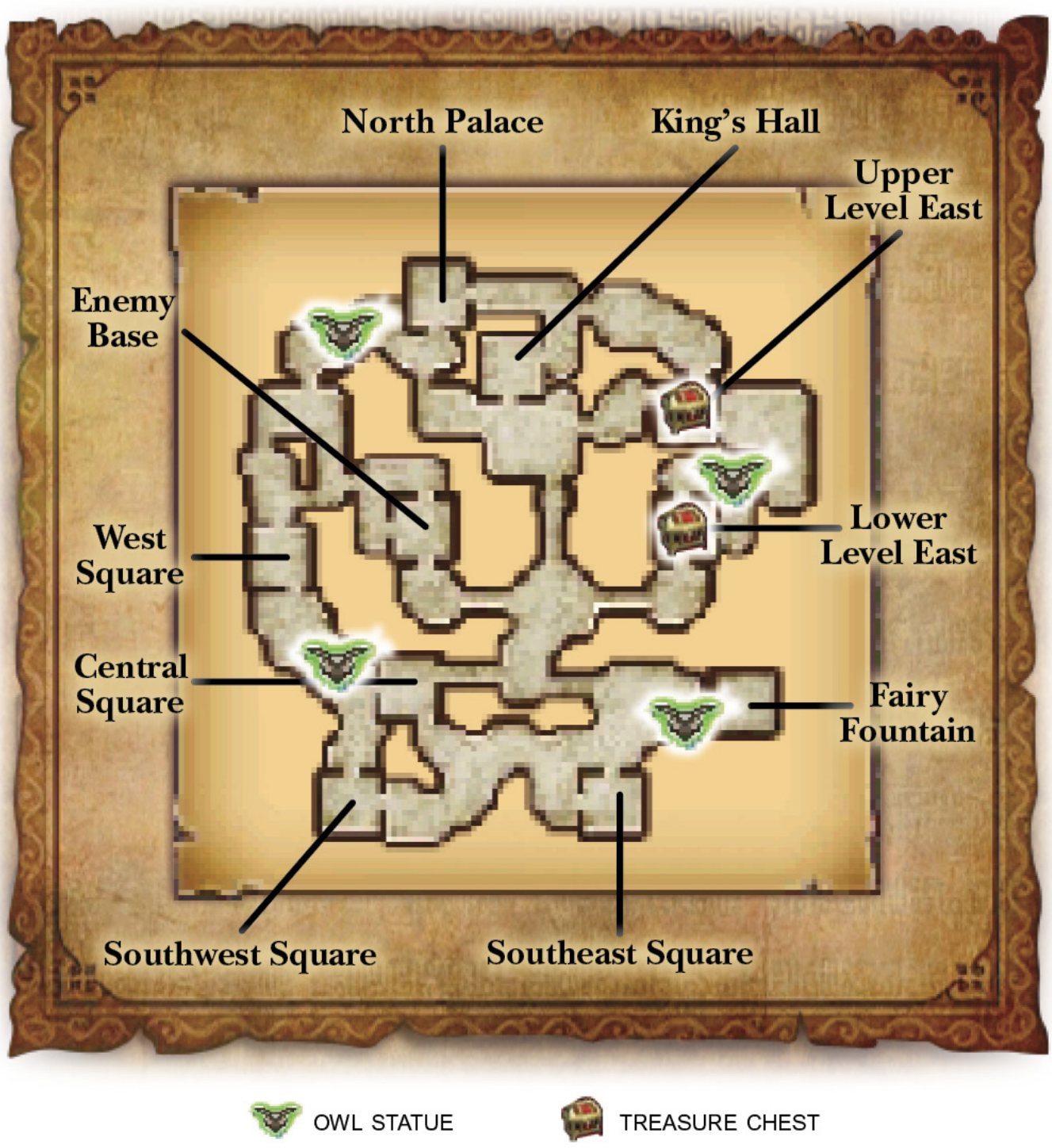
Fairy Clothing: Bottoms (Treasure)

Search Item

None

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Lana	Twili Midna flees or Allied Base falls

Twilight Rule: No Item Attacks

Use a Tears of Light Item Card in the Search Screen to remove this rule.

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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Twilight Map
D-13

PUT AN END TO THE ENEMY'S DIVISIVE PLAN!

Unlockables
Bombs
Volga – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

IMPA

You must intercept an infinitely increasing infantry of Impas in this stage.

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Twilight Map
D-14

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables

Jar

Search Item

Bombs: Zelda's Costume – Ilia's Clothes

A-Rank

TIME – 15 minutes or less

DAMAGE – 10,000 damage or less

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Twilight Map
E-1

PUT AN END TO THE ENEMY'S DIVISIVE PLAN!

Unlockables
Digging Mitts

Search Item
Jar: Link's Magical Rod + (A-Rank)

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

ZANT

You must beat a zigzagging squadron of Zant zappers to finish this fight.

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Twilight Map

E-2

PROTECT THE BOMBCHU

Unlockables

None

Search Item

Water Bombs: Zelda's Costume – Era of Twilight Robes

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Twilight Map
E-3

ADVENTURE BATTLE:

A COLLISION OF CUCCOS!

Unlockables

Lana – Heart Container (A-Rank)

Fairy Food: Weird

Search Item

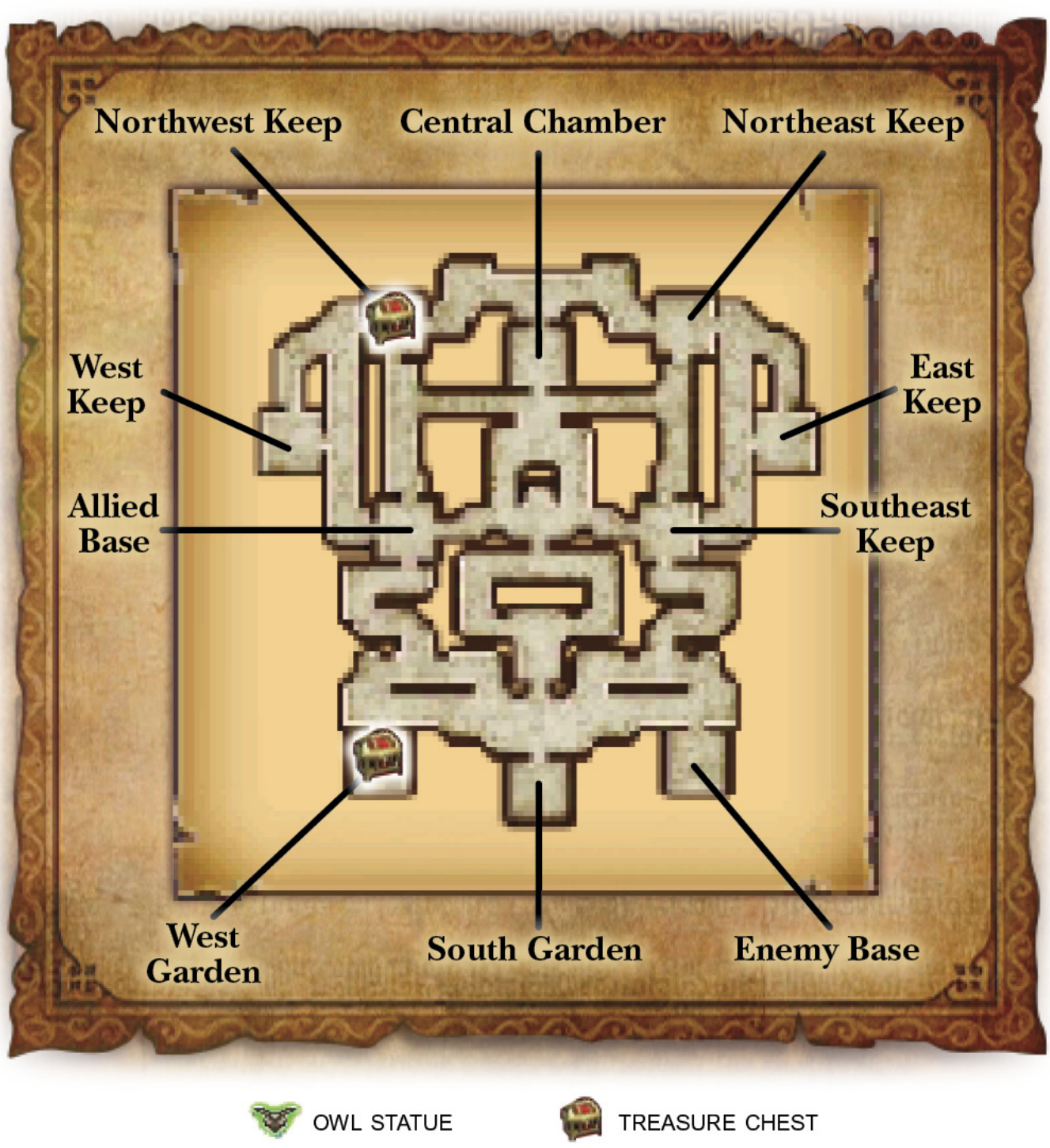
Digging Mitts: Lana's Faron Spear + (A-Rank)

A-Rank

KOs – 1,200 enemies or more

TIME – 15 minutes or less

DAMAGE – 10,000 damage or less



Victory Conditions

Defeat Ruto

Defeat Conditions

Agitha or a Messenger flees or the Allied Base falls

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep will open up.

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HYRULE WARRIORS LEGENDS

Twilight Map
E-4

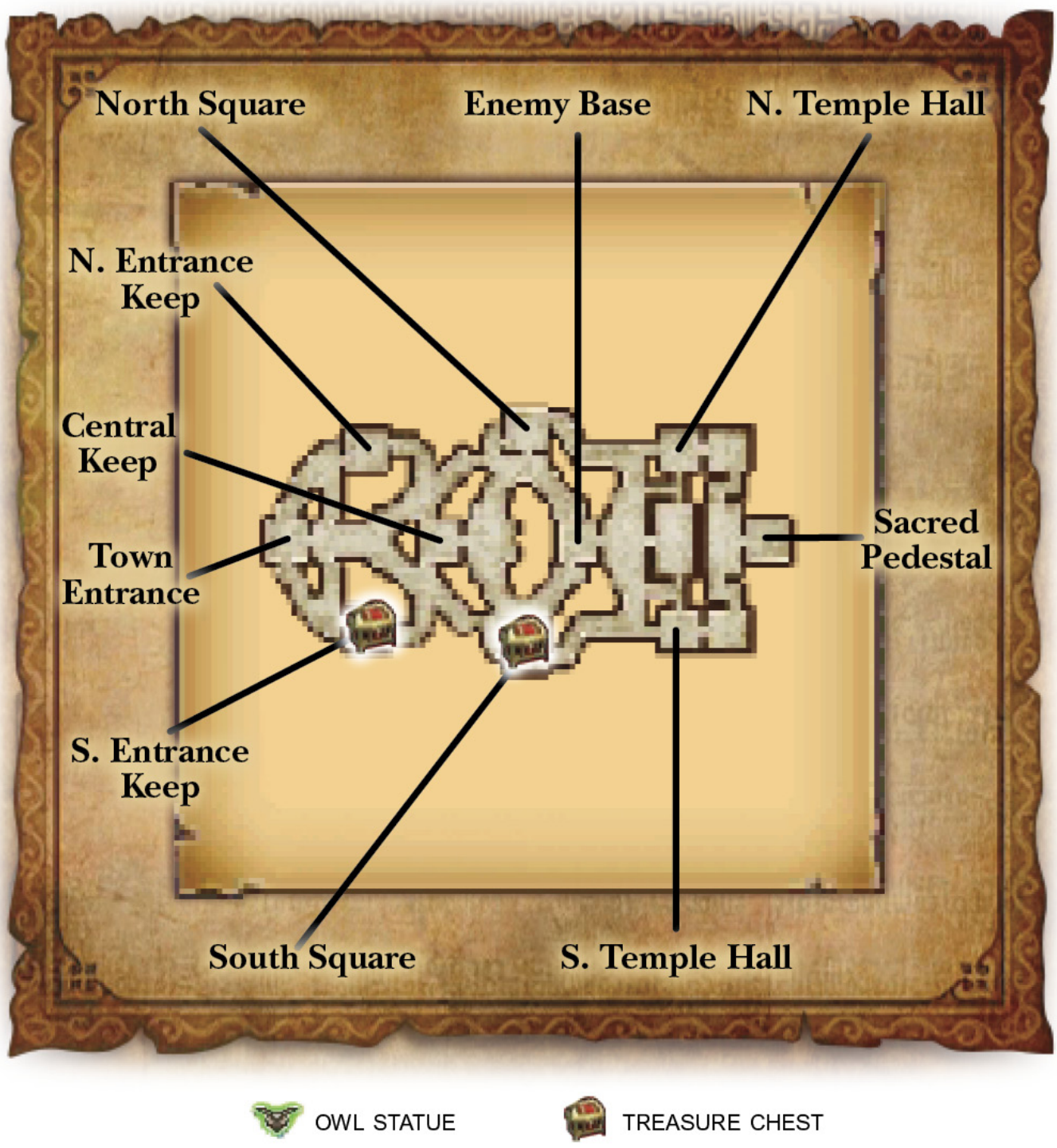
ADVENTURE BATTLE:

RESCUE THE ALLIED FORCES!

Unlockables
Midna – Heart Container (A-Rank)
Fairy Clothing: Bottoms (Treasure)
Fairy Food: Fish

Search Item
Digging Mitts: Midna's Sol Shackle + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Cia	Ganondorf or Volga flees

Twilight Rule: No Item Attacks
Use a Tears of Light Item Card in the Search Screen to remove this rule.

SAVE THE STRANDED ALLIED FORCES!

A few of your Allied Captains are isolated behind enemy lines. You need to get over there and defeat the marked enemy Captains to free your ally before they are defeated.

CAPTURE ONE OF THE KEEPS AND BREAK THROUGH!

To reach your allies, you must first capture one of the two marked Keeps to gain access to the center of the map.

After you capture one of the marked Keeps, another pair of marked Keeps appears. Capture either one of those Keeps to gain full access to the map. Once you defeat the marked enemies that are attacking your allies, the mission is finished.

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HYRULE WARRIORS LEGENDS

Twilight Map
E-5

DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE DEMON KING OF THE CASTLE!

Unlockables

Sheik – Heart Container (A-Rank)

1,000 KO Skulltula	Second Gold Skulltula

Search Item

None

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Zant	Zelda flees or the Allied Base falls

Twilight Rule: No Special Attacks

Use a Tears of Light Item Card in the Search Screen to remove this rule.

DEFEAT THE ENEMY CAPTAINS TO HALT ENEMY FORCES

You must defeat the Captains marked on your map in order to open the gates of the Enemy Base Keep, but that's not all. Your Allied Commander must be escorted to an enemy Keep not far from their starting location, then that Keep must be captured. Defeat every enemy with a health bar above its head to keep your Commander moving toward the Keep. Once inside the Keep, capture it and the Commander creates a Magic Circle for you. If you use that Magic Circle, it clears out hundreds of enemies and a large swath of powerful enemy Captains in one fell swoop. Defeat the remaining marked Captains after using the Magic Circle and the gates to the Enemy Base Keep will be open to you.

DEFEAT THE ENEMY COMMANDER

You can find Zant in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the South Field Keep first, however.

DEFEAT GANON TO WIN

Pay close attention to Ganon's attacks: He emulates every Giant Boss except for The Imprisoned, and you must hit him with item that the Giant Boss he's emulating is weak to. As a refresher, if he holds out his right hand and begins charging a fireball, race in and throw Bombs at his hand. If he lifts his left hand and begins charging a blue energy ball, dodge out of the way of the attack and shoot his hand with the Bow. If his shoulder spikes open up and begin firing small spikes, hit them with the Boomerang as soon as they are finished firing. If he flies into the air, pull him down with the Hookshot.

Once you've destroyed each of his parts, he begins performing attacks that make the gem on his head glow. When you see it glow, shoot him with your Bow to make him reveal his Weak Point Mark. Perform a handful of Smashes to defeat him.

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Twilight Map

E-6

MISSING ENEMIES

You must use a Lantern Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

DEFEAT 1,000 ENEMIES IN TIME!

Unlockables
None

Search Item
Fishing Rod: Link's Costume – Era of Twilight Tunic

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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Twilight Map
E-7

LEARN THE KEY TO A BALANCED ATTACK!

Unlockables

Compass

Search Item

Jar: Impa – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Twilight Map
E-8

ADVENTURE BATTLE:

DEFEAT THE DISORDERLY FORCES!

Unlockables
Bombs
Ruto – Heart Container (A-Rank)
Fairy Clothing: Make-Up (Treasure)
Fairy Food: Fish

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Volga	Darunia flees or the Allied Base falls

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

You'll need to take out the Captains marked on your map before the gates to the Enemy Base Keep will open.

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Twilight Map
E-9

ADVENTURE BATTLE:

RACK UP YOUR KO COUNT!

Unlockables
Fishing Rod
Twili Midna – Heart Container (A-Rank)

Search Item
None

A-Rank
KOs – 1,200 enemies or more
DAMAGE – 4,000 damage or less

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Twilight Map

E-10

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables

Lantern

Darunia – Heart Container (A-Rank)

Search Item

None

A-Rank

TIME – 15 minutes or less

DAMAGE – 10,000 damage or less

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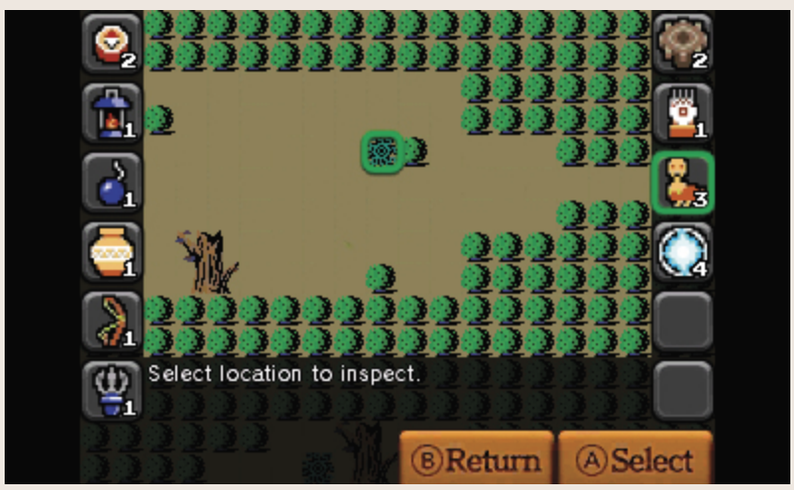
HYRULE WARRIORS LEGENDS

Twilight Map

E-11

TWILIGHT PORTAL



You can use a Ooccoo Item Card on the green portal in the Search Screen to warp to F-13.

DEFEAT 400 ENEMIES IN TIME!

Unlockables
None

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Twilight Map
E-12

ADVENTURE BATTLE:

RECRUIT MORE ALLIES AND OVERWHELM THE ENEMY!

Unlockables

Lana – Heart Container (Treasure)

1,000 KO Skulltula

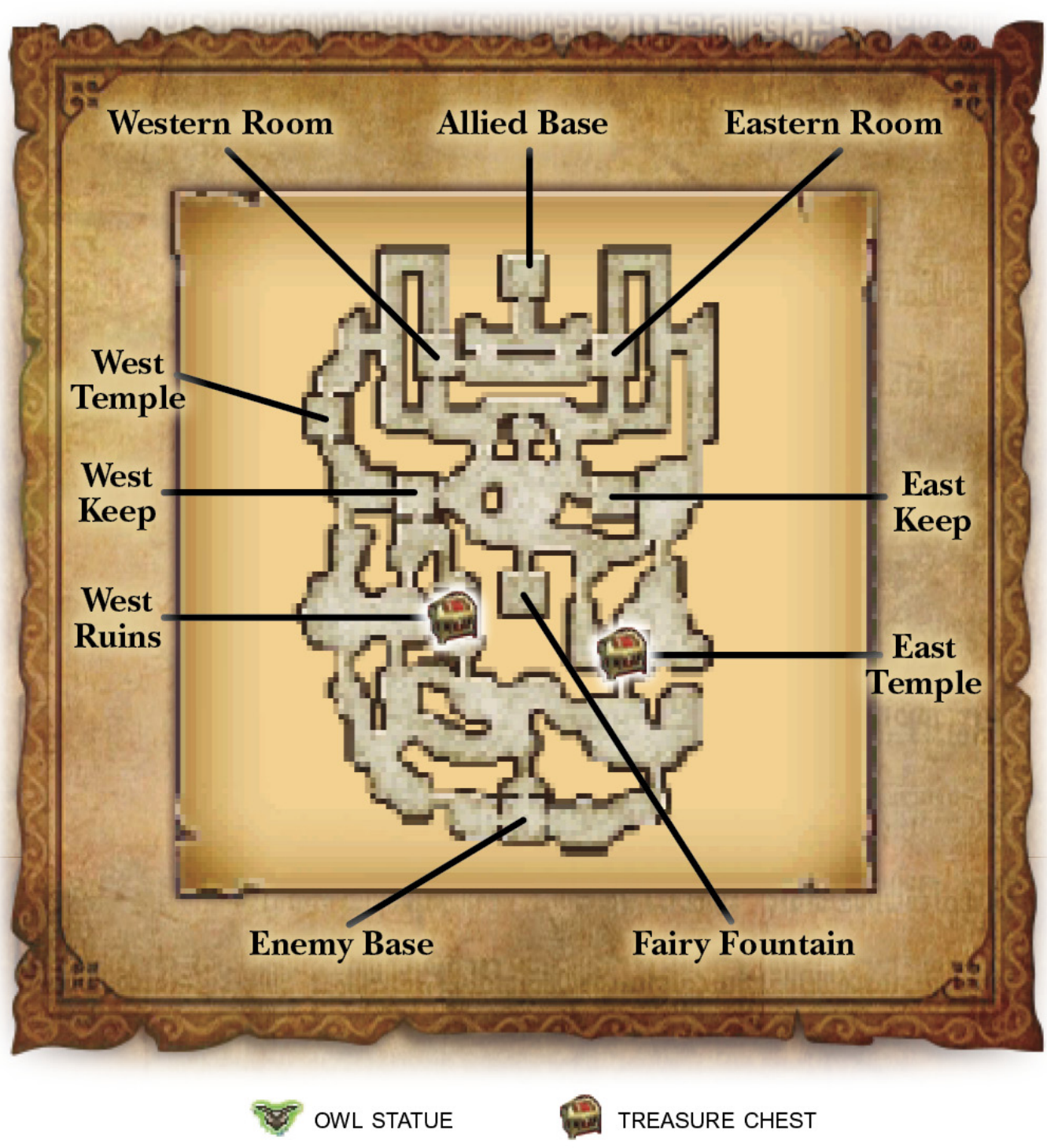
Second Gold Skulltula

Search Item

Jar: Lana's Costume – Standard Outfit (Twilight)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Wizzro	Zelda flees or the Allied Base falls

Twilight Rule: No Special Attacks

Use a Tears of Light Item Card in the Search Screen to remove this rule.

CAPTURE ALL BARRIER KEEPS

You'll need to capture the Barrier Keeps marked on your map in order to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them will allow you to pick up a Fairy that will help remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it will only stay marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

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Hyrule Warriors Legends

Twilight Map
E-13

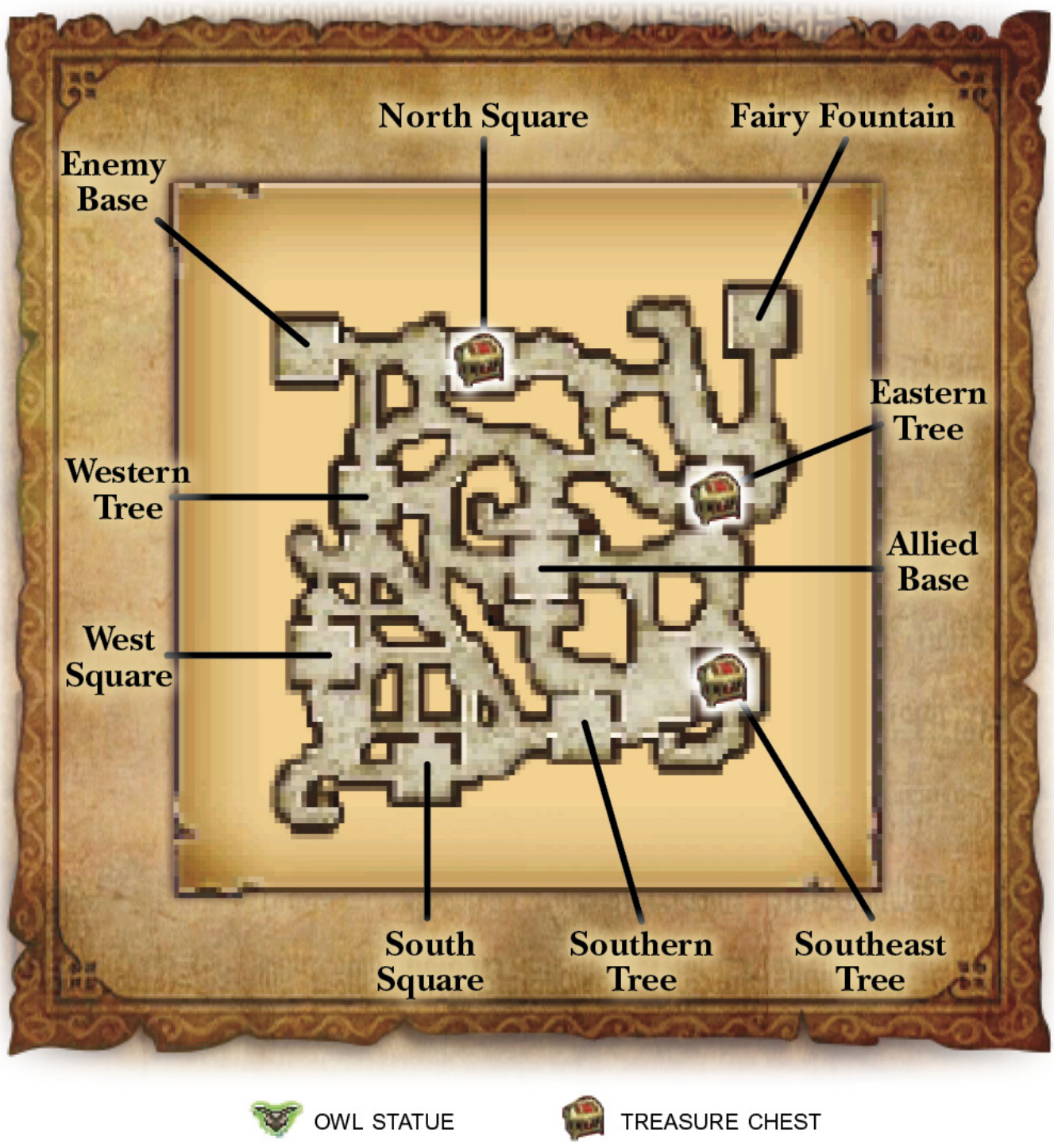
DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE BEAST OF THE JUNGLE!

Unlockables
Tears of Light
Lantern
Fi – Heart Container (A-Rank)
Fairy Clothing: Make-Up (Treasure)
Fairy Food: Fish

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Contions
Defeat Sheik

Defeat Contions
Cia or a Messenger flees, or the Allied Base falls

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep will open up.

DEFEAT THE ENEMY COMMANDER

You can find Sheik in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Eastern Tree Keep first, however.

DEFEAT GOHMA TO WIN

To defeat Gohma, use your Bow to shoot its eye when it turns blue to reveal its Weak Point Mark. Hit it with a handful of Weak Point Smashes to win.

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Twilight Map
E-14

PROTECT THE BOMBCHU

Unlockables

Compass

Search Item

Jar: Lana – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Twilight Map

F-1

TWILIGHT PORTAL

You can use a Ooccoo Item Card on the green portal in the Search Screen to warp to C-12.

LEARN THE KEY TO A BALANCED ATTACK!

Unlockables
None

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Twilight Map
F-2

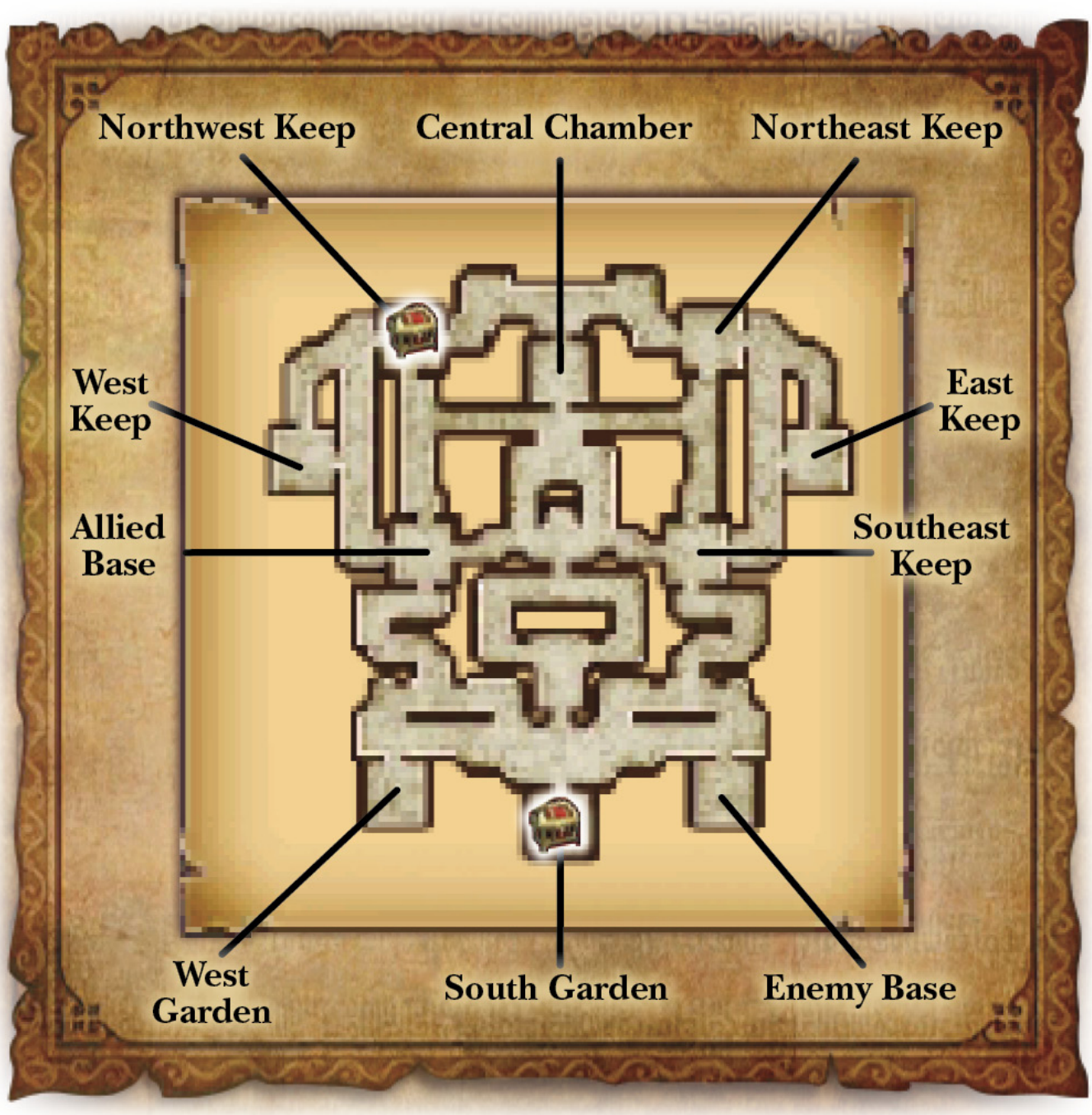
ADVENTURE BATTLE:

DEFEAT THE DISORDERLY FORCES!

Unlockables
Impa – Heart Container (Treasure)
1,000 KO Skulltula
Second Gold Skulltula

Search Item
Digging Mitts: Cia's Costume – Masked (Twilight), Unmasked (Twilight), Hatless (Twilight)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Ganondorf	Link flees or the Allied Base falls

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

You'll need to take out the Captains marked on your map before the gates to the Enemy Base Keep will open.

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Twilight Map
F-3

PROTECT THE BOMBCHU

Unlockables

Fishing Rod

Search Item

Spinner: Link's Costume – Hero's Clothes (Twilight)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Twilight Map
F-4

PUT AN END TO THE ENEMY'S DIVISIVE PLAN!

Unlockables
Tears of Light
Water Bombs
Skull Kid – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

GANONDORF

Take out a gang of gruff, grandiose Ganondorfs to complete this battle.

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HYRULE WARRIORS LEGENDS

Twilight Map
F-5

ADVENTURE BATTLE:

A LEADER NEVER SLEEPS!

Unlockables

Clawshot

King Daphnes – Heart Container (Treasure)

Fairy Clothing: Top (Treasure)

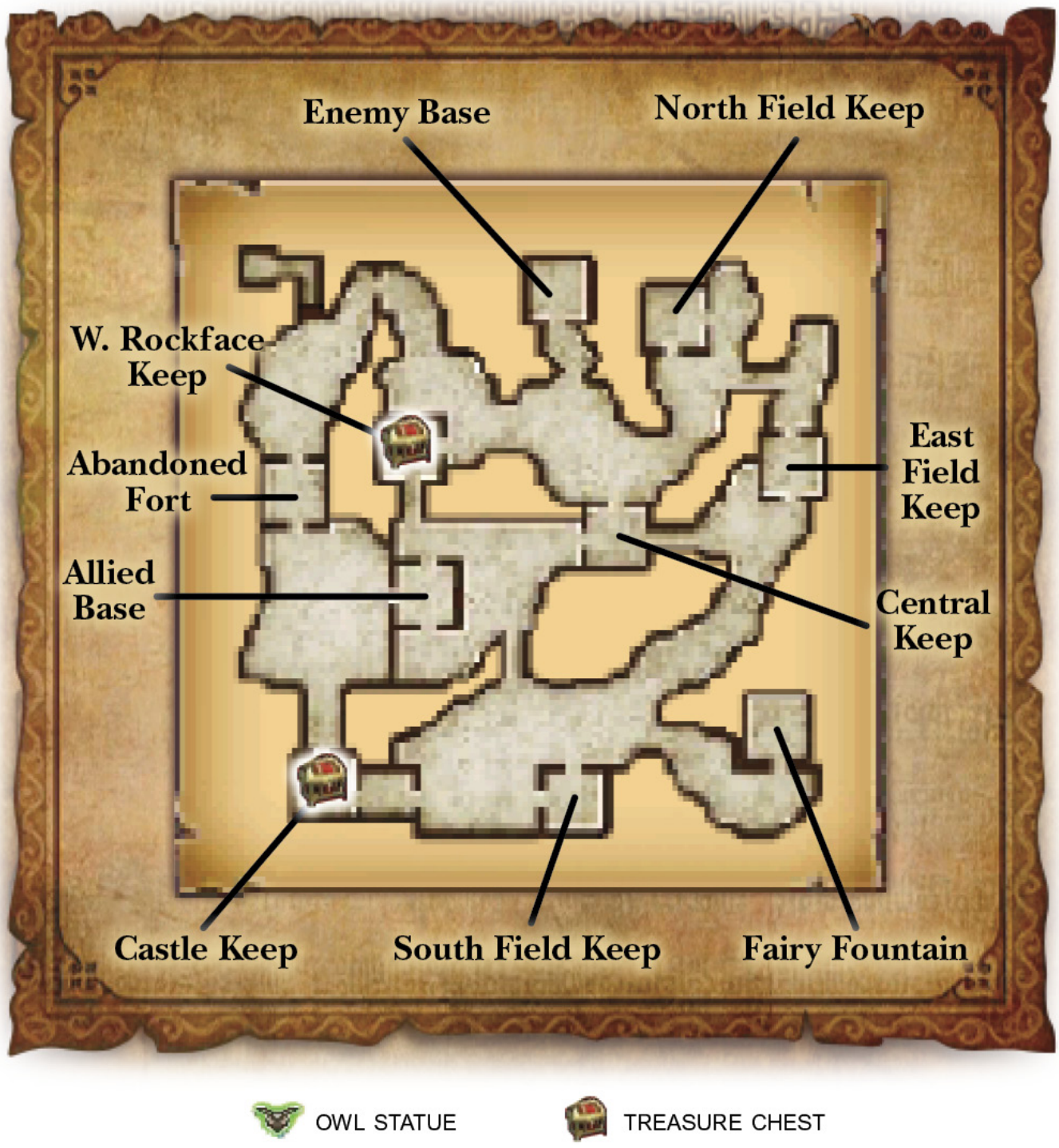
Fairy Food: Weird

Search Item

Jar: King Daphnes' Sail of Red Lions + (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Contions

Defeat Link

Defeat Contions

Cia or a Messenger flees, or the Allied Base falls

Twilight Rule: No Item Attacks

Use a Tears of Light Item Card in the Search Screen to remove this rule.

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep will open up.

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HYRULE WARRIORS LEGENDS

Twilight Map
F-6

ADVENTURE BATTLE:

DESTROY THE ARMY WITH BOOSTED MORALE!

Unlockables
Spinner
Toon Link – Heart Container (Treasure)
Fairy Clothing: Bottoms (Treasure)

Search Item
Spinner: Toon Link's Lokomo Sword + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Fi	Ruto flees

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains will remove the morale boost from your foes, but if the enemy team defeats any of your Captains they'll get that morale boost right back. In order to stop the morale boosts altogether, you'll need to defeat all of the Warriors and Captains marked on your map.

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Twilight Map
F-7

PROTECT THE BOMBCHU

Unlockables

Bombs

Search Item

Water Bombs: Link's Costume – Postman Uniform

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Twilight Map
F-8

PUT AN END TO THE ENEMY'S DIVISIVE PLAN!

Unlockables
Jar

Search Item
Fishing Rod: Ruto – Heart Container (A-Rank)

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

SHEIK

Wipe out a syndicate of stealthy, springy Sheiks to win this fight.

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HYRULE WARRIORS LEGENDS

Twilight Map
F-9

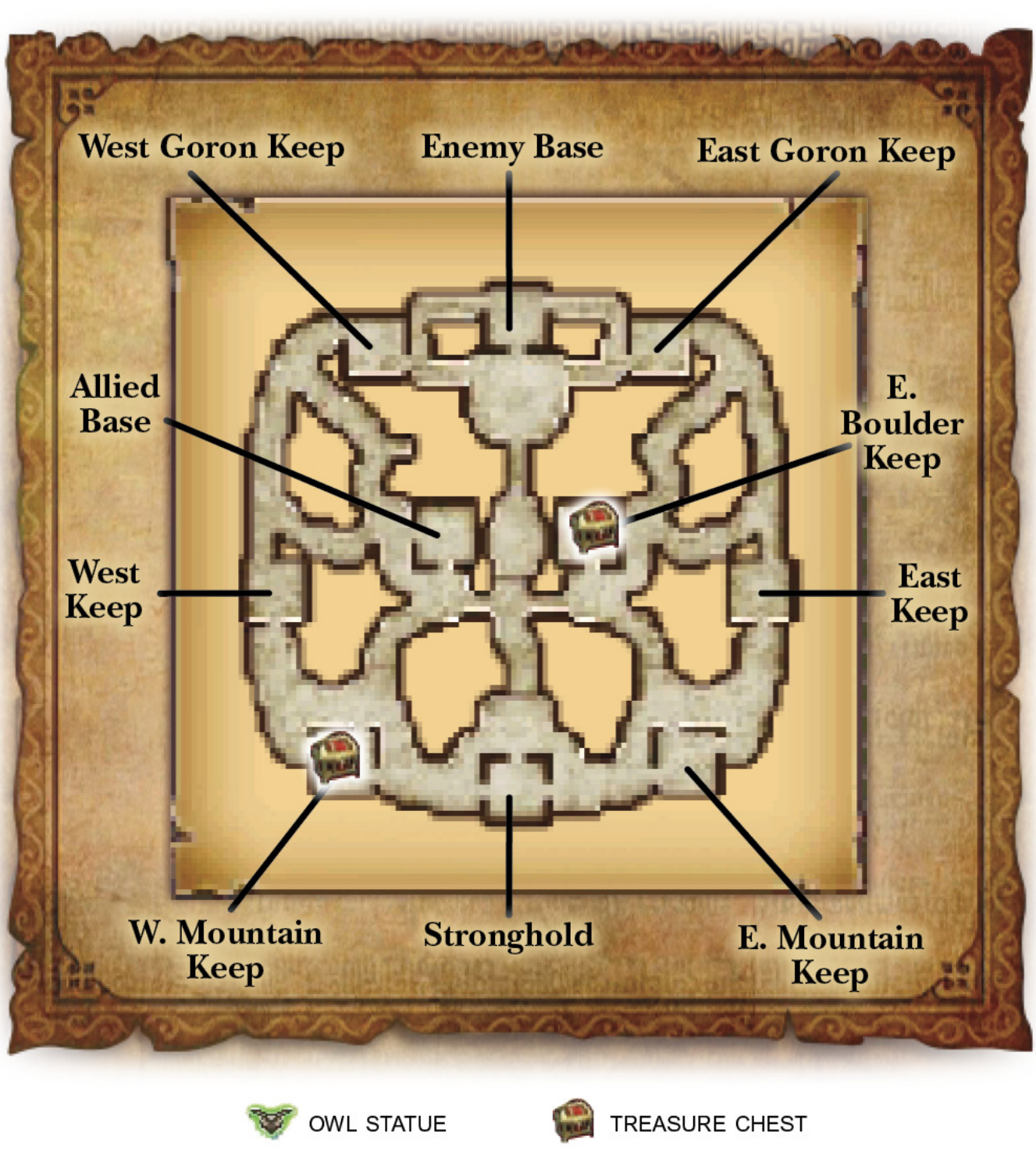
ADVENTURE BATTLE:

ENJOY A LEISURELY CUCCO-OUTING!

Unlockables
Clawshot
Ghirahim – Heart Container (A-Rank)
Fairy Clothing: Bottoms (Treasure)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Contions
Defeat Cia

Defeat Contions
Impa or a Messenger flees, or the Allied Base falls

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive at the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep will open up.

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Hyrule Warriors Legends

Twilight Map
F-10

MISSING ENEMIES

You must use a Lantern Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

ADVENTURE BATTLE:

DESTROY THE ARMY WITH BOOSTED MORALE!

Unlockables

Wizzro – Heart Container (Treasure)

1,000 KO Skulltula

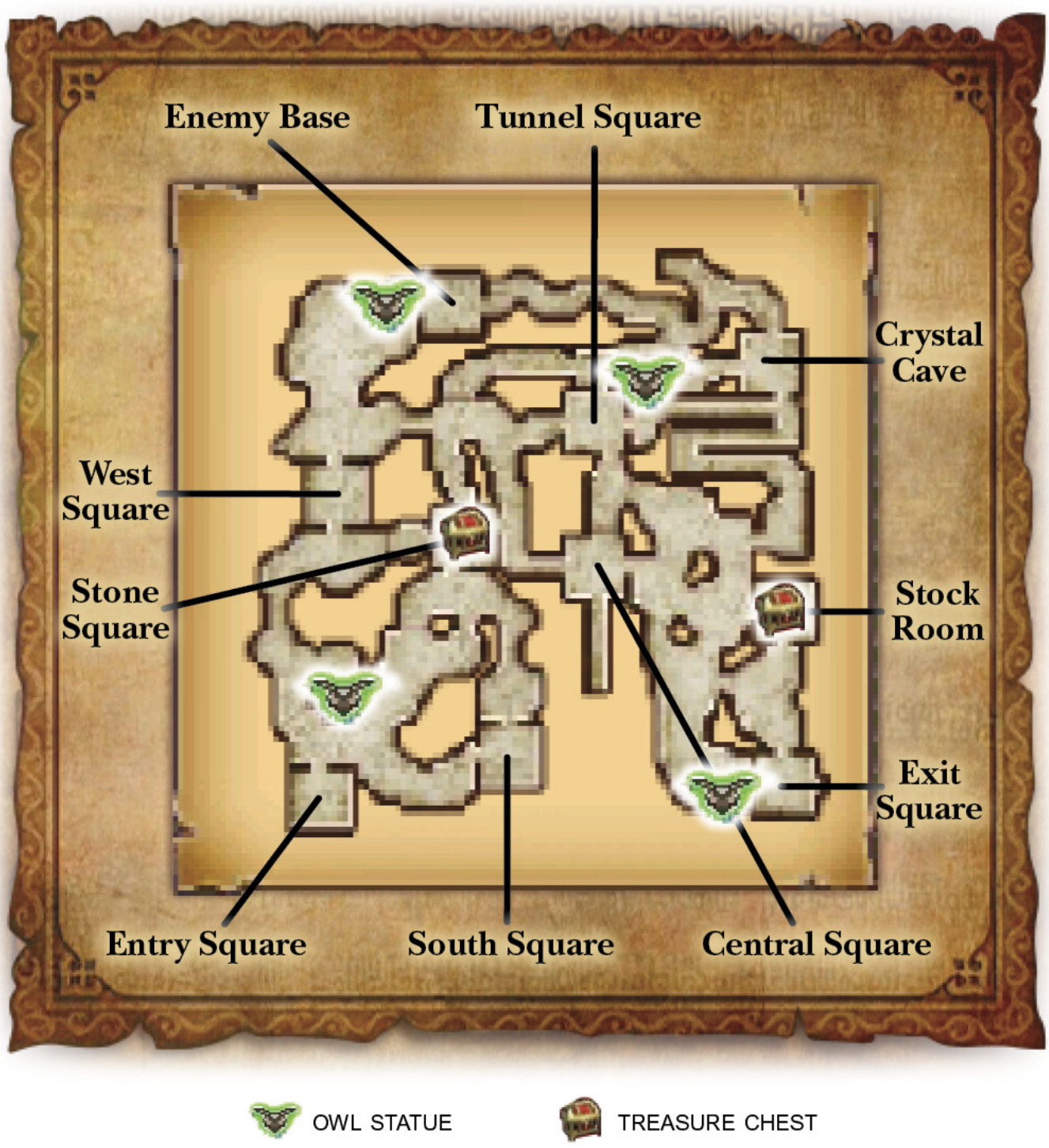
Second Gold Skulltula

Search Item

Jar: Wizzro's Costume – Standard Outfit (Twilight)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Zelda	Cia flees

Twilight Rule: No Item Attacks

Use a Tears of Light Item Card in the Search Screen to remove this rule.

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

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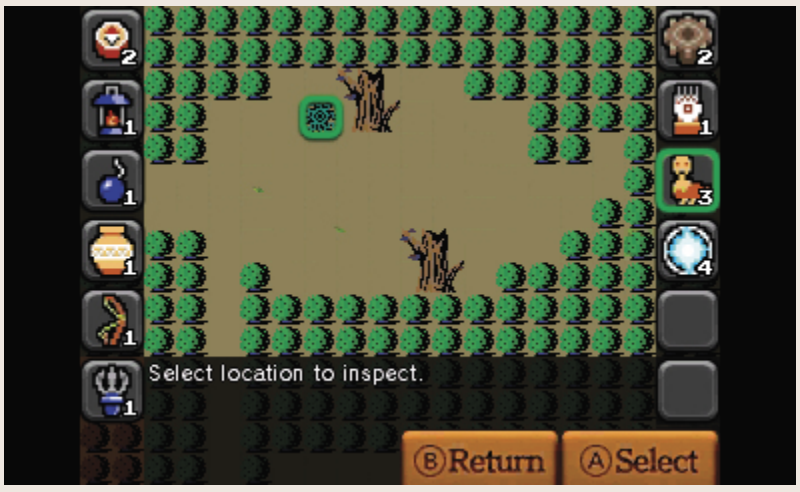
HYRULE WARRIORS LEGENDS

Twilight Map
F-11

TWILIGHT PORTAL



You can use a Ooccoo Item Card on the green portal in the Search Screen to warp to H-5.

In order to reach F-12, you must use the Clawshot Item Card on the target in the Search Screen.

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
None

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 10,000 damage or less

KING DODONGO

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

MANHANDLA

To defeat Manhandla, you need to wait until its stalks turn green, then hit them with the Boomerang. Once you've hit all four, Manhandla uproots and its Weak Point Mark is revealed. Hit it with a handful of Weak Point Smashes to make short work of the monstrous man-eater.

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HYRULE WARRIORS LEGENDS

Twilight Map
F-12

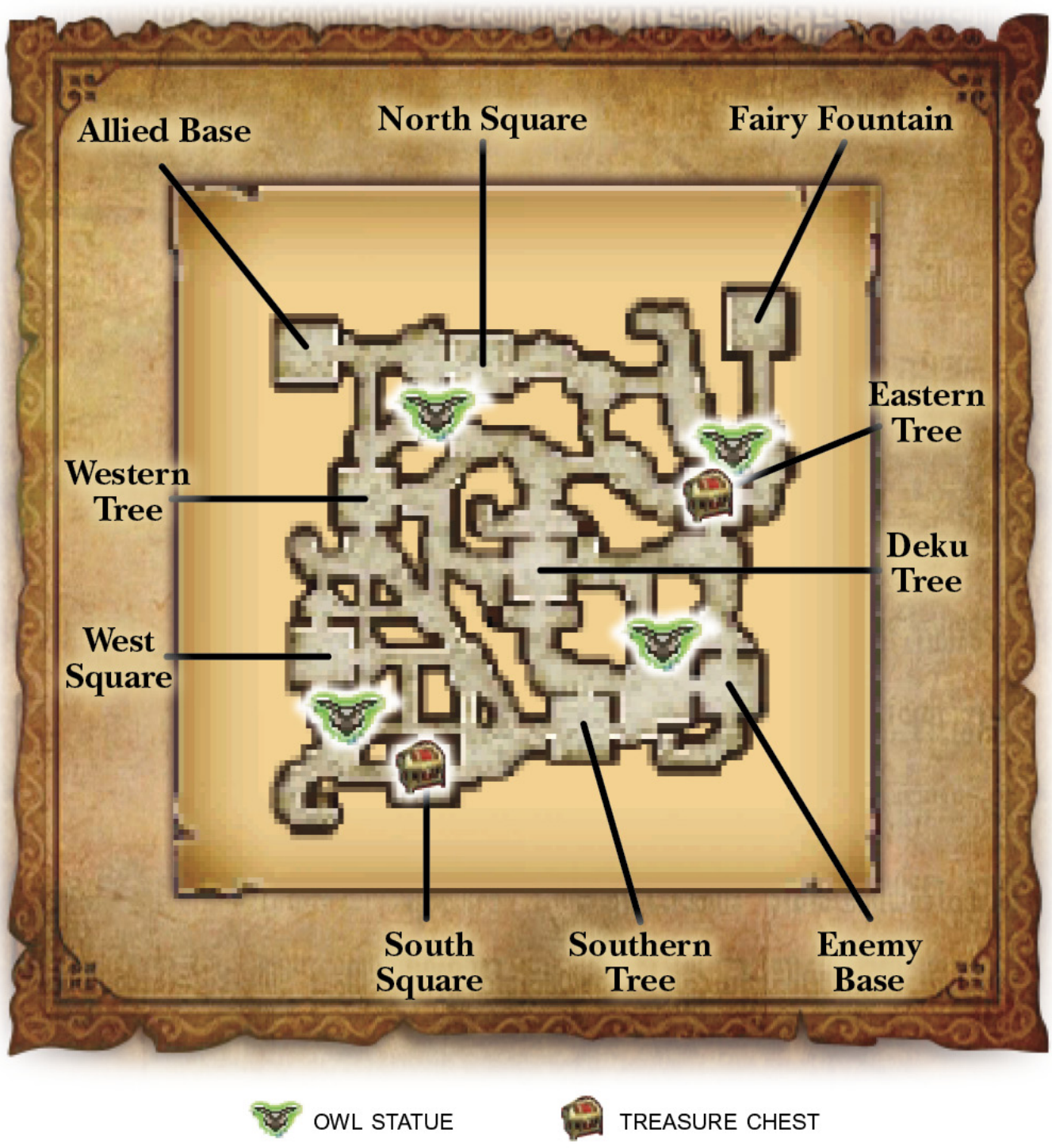
ADVENTURE BATTLE:

DESTROY ENEMIES AND TRAITORS ALIKE!

Unlockables
Sheik – Heart Container (Treasure)
Fairy Food: Feast

Search Item
Jar: Sheik's Costume – Standard Outfit (Twilight)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Lana	Darunia flees or the Allied Base falls

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in one of the Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stops converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat him to complete the mission.

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HYRULE WARRIORS LEGENDS

Twilight Map
F-13

TWILIGHT PORTAL

You can use a Ooccoo Item Card on the green portal in the Search Screen to warp to E-11.

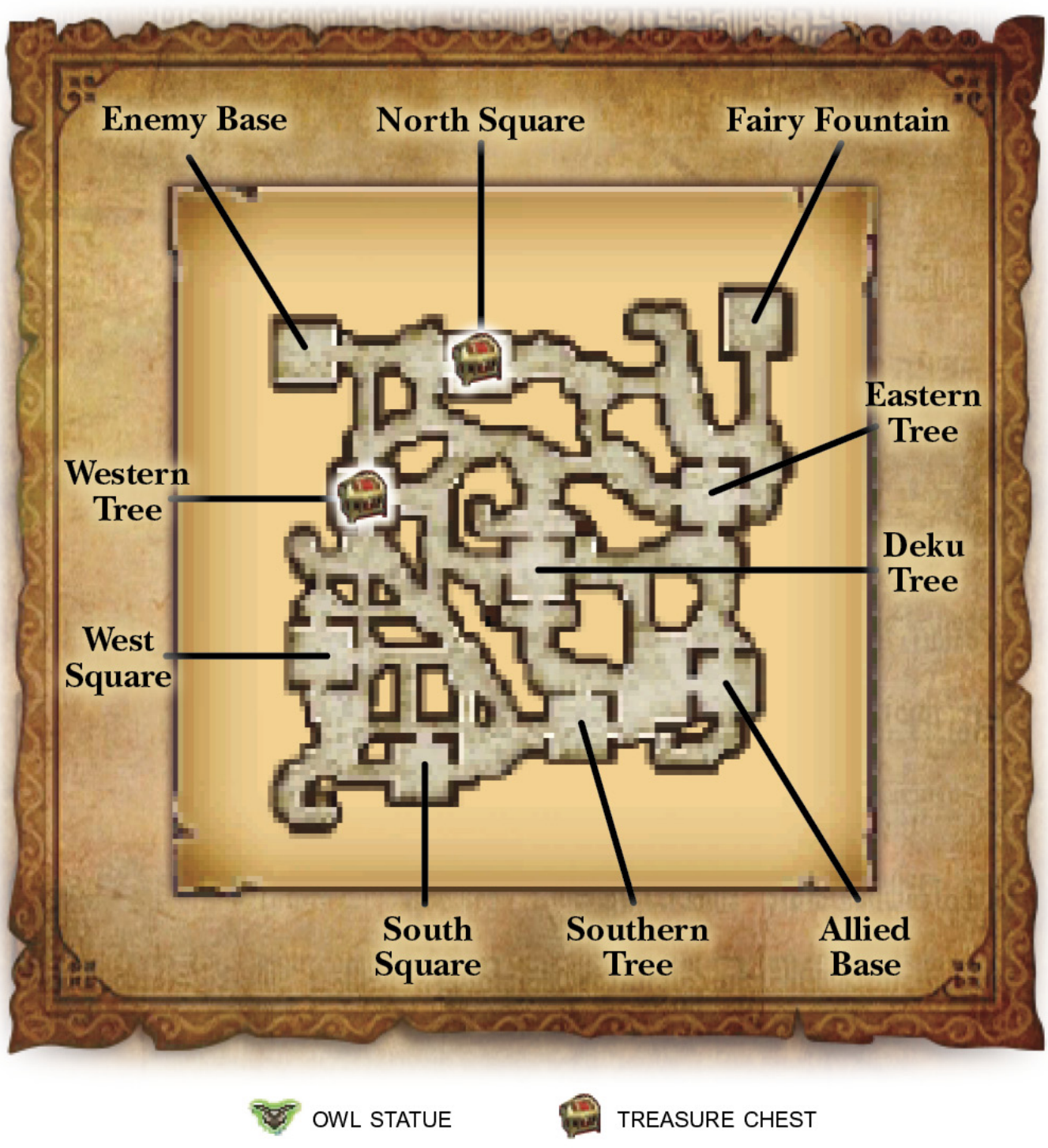
ADVENTURE BATTLE:

DEFEAT THE DISORDERLY FORCES!

Unlockables
None

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Cia	Sheik flees or the Allied Base falls

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captain marked on your map to open the gates to the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Twilight Map
F-14

ADVENTURE BATTLE:

SHOW NO FEAR TO THE ENEMIES OF TWILIGHT!

Unlockables
Oocoo
Bombs: Midna – Heart Container (A-Rank)
Fairy Clothing: Tops (Treasure)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Wizzro	Zelda flees or the Allied Base falls

DEFEAT THE ENEMY CAPTAINS TO HALT ENEMY FORCES

You must defeat the Captains marked on your map in order to open the gates of the Enemy Base Keep, but that's not all. Your Allied Commander must be escorted to an enemy Keep not far from their starting location, then that Keep must be captured. Defeat every enemy with a health bar above its head to keep your Commander moving toward the Keep. Once inside the Keep, capture it and the Commander creates a Magic Circle for you. If you use that Magic Circle, it clears out hundreds of enemies and a large swath of powerful enemy Captains in one fell swoop. Defeat the remaining marked Captains after using the Magic Circle and the gates to the Enemy Base Keep open to you.

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Twilight Map
F-15

LEARN THE KEY TO A BALANCED ATTACK!

Unlockables
Toon Link – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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Twilight Map

G-2

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables
Wizzro – Heart Container (A-Rank)
Tears of Light
Jar

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

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Hyrule Warriors Legends

Twilight Map
G-3

MISSING ENEMIES

You must use a Lantern Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

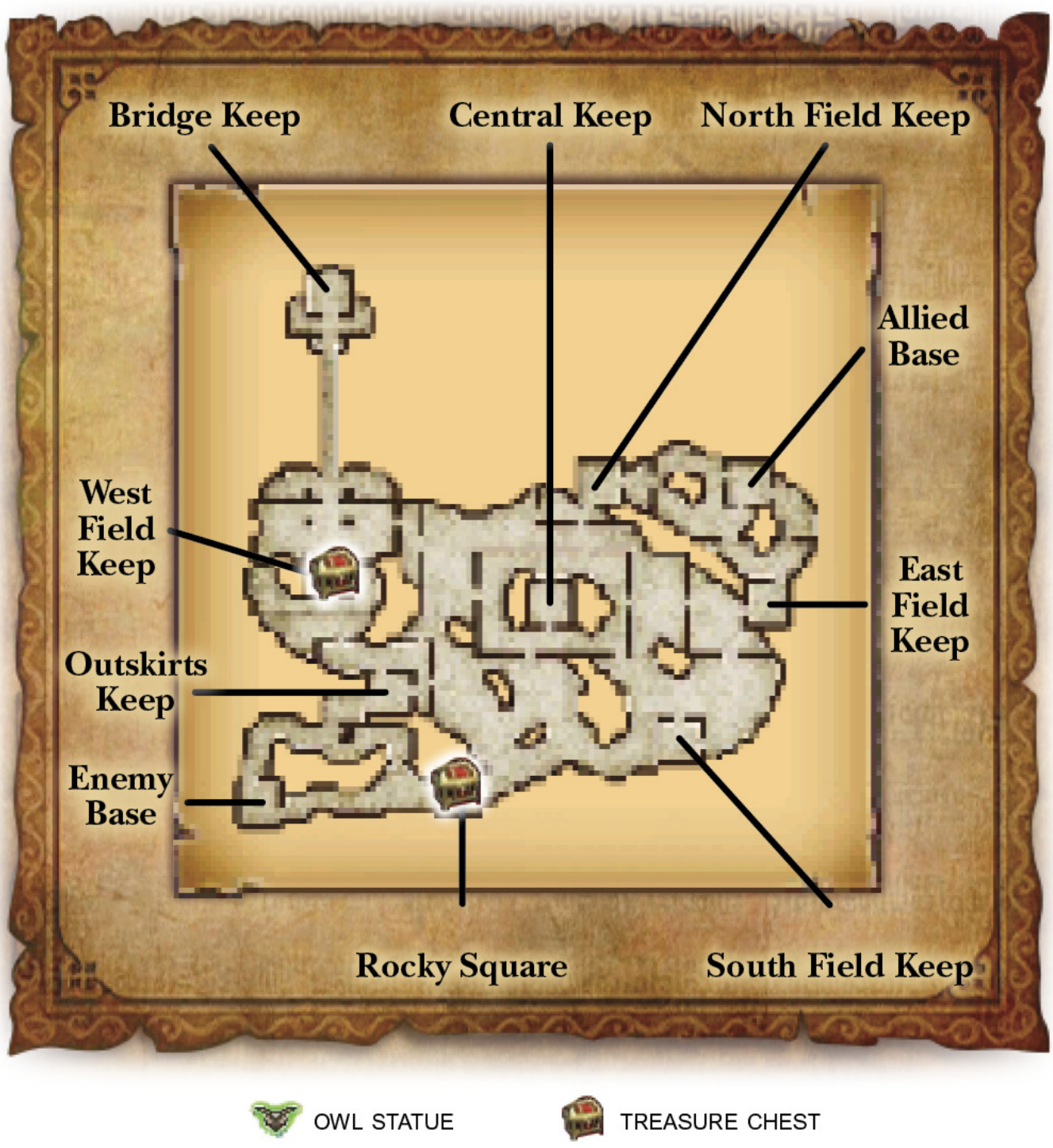
ADVENTURE BATTLE:

THE HUNTERS ARE ON THE MOVE!

Unlockables
Fairy
Fairy Food: Weird
Cia – Heart Container (A-Rank)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions
Defeat Cia

Defeat Conditions
Twili Midna flees or the Allied Base falls

DEFEAT THE ENEMY CAPTAINS TO HALT ENEMY FORCES

You must defeat the Captains marked on your map in order to open the gates of the Enemy Base Keep, but that's not all. Your Allied Commander must be escorted to an enemy Keep not far from their starting location, then that Keep must be captured. Defeat every enemy with a health bar above its head to keep your Commander moving toward the Keep. Once inside the Keep, capture it and the Commander creates a Magic Circle for you. If you use that Magic Circle, it clears out hundreds of enemies and a large swath of powerful enemy Captains in one fell swoop. Defeat the remaining marked Captains after using the Magic Circle and the gates to the Enemy Base Keep will be open to you.

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Hyrule Warriors Legends

Twilight Map
G-4

MISSING ENEMIES

You must use a Lantern Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

ADVENTURE BATTLE:

DESTROY ENEMIES AND TRAITORS ALIKE!

Unlockables
Cia – Heart Container (Treasure)
1,000 KO Skulltula
Second Gold Skulltula

Search Item
Digging Mitts: Ganondorf's Standard Armor (Twilight)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Wizzro	Lana flees or the Allied Base falls

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in the Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leaders eventually stop converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leaders, just capture the marked Keeps. When you capture the right Keeps, a Turncoat Leader appears inside of it. Defeat all of them to complete the mission.

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HYRULE WARRIORS LEGENDS

Twilight Map
G-5

ADVENTURE BATTLE:

DEFEAT THE DISORDERLY FORCES!

Unlockables
Digging Mitts
Link – Heart Container (Treasure)
Fairy Clothing: Jewelry (Treasure)

Search Item
Spinner: Link's Power Gloves + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions
Defeat Zant

Defeat Conditions
Ganondorf flees or the Allied Base falls

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Twilight Map
G-6

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables
Tears of Light
Compass

Search Item
Bombs: Ganondorf – Heart Container (A-Rank)

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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Twilight Map
G-7

GUARD THE ALLIED KEEPS WITH YOUR LIFE!

Unlockables

Tears of Light

Compass

Search Item

Water Bombs: Wizzro – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

Defeat six Dinolfos to complete this level. Start by defeating the Dinolfos slightly north of your starting position. After that, continue north into the Cliffside Keep. Another Dinolfos are heading toward that Keep, which is a perfect time to defeat it. Defeat any Bulblins with health bars in the Keep, then head south.

Head for the Lakeside Keep and defeat the Bulblins inside of it. If you have the Repair Technician Fairy spell, use it in this Keep, then head to the northeast corner of the map. Defeat the Dinolfos, then make your way back toward the Cliffside Keep.

Before you can reach the Keep, two Messengers appear by it. The southernmost of them was supposed to go to the northeast Dinolfos, but since you defeated them, the Messenger has nowhere to go. Defeat the northernmost Messenger, clear out the Cliffside Keep, then begin heading south.

Bulblins appear just east of the Lakeside Keep and begin making their way to the Keep itself. If you used the Repair Technician spell inside of it, ignore them and head south. If you didn't use the spell, defeat them and head toward the Dinolfos in the southwest corner of the map. Defeat the Bulblins in the Central Hall Keep, then go after the Dinolfos. Once those Dinolfos have been defeated, the battle is won.

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HYRULE WARRIORS LEGENDS

Twilight Map
G-8

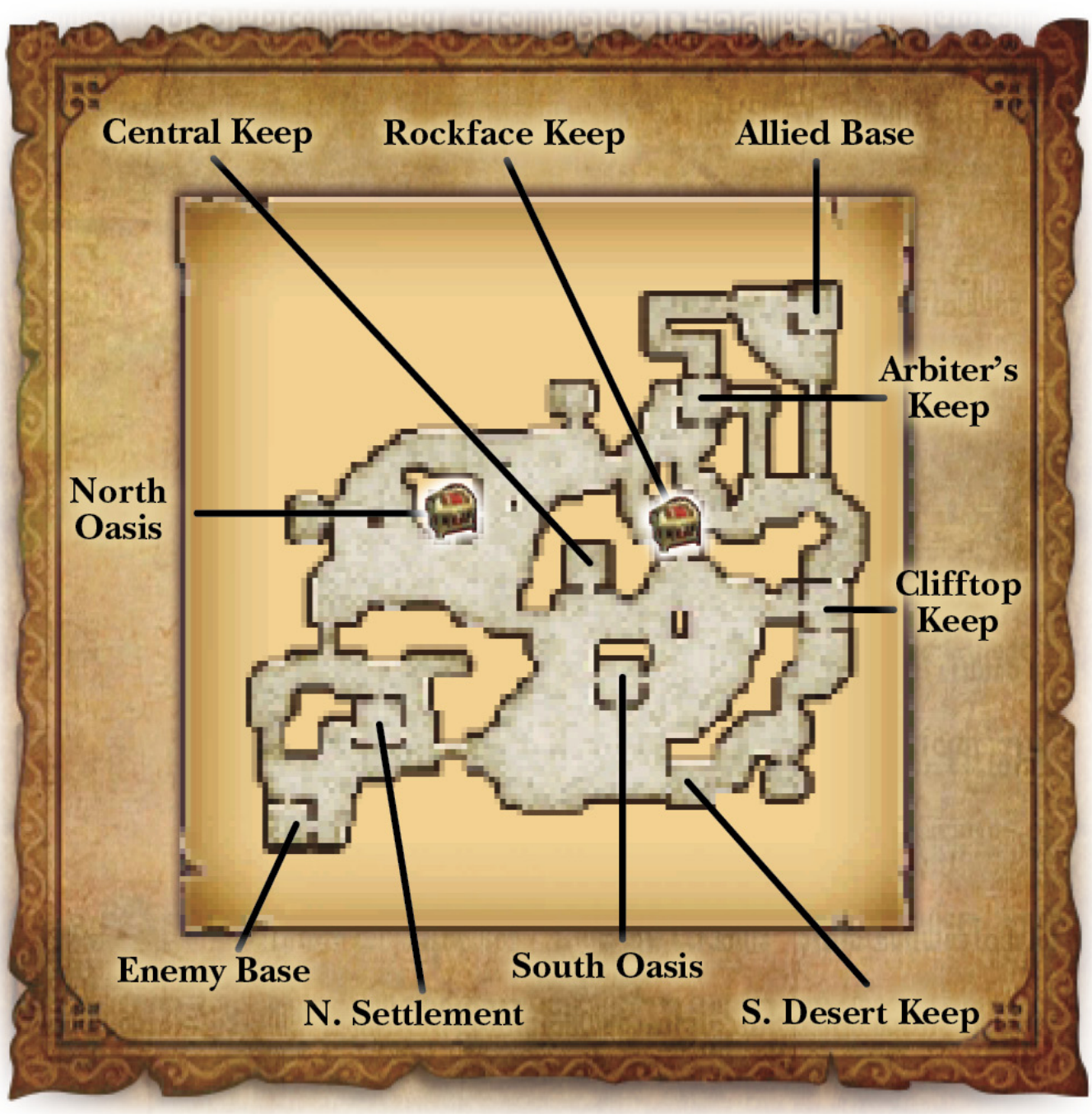
ADVENTURE BATTLE:

STOP THE FORTIFIERS AND BARRIER SPECIALISTS!

Unlockables
Water Bombs
Impa – Heart Container (Treasure)
Fairy Food: Fish

Search Item
Fishing Rod: Impa's Biggoron's Sword + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Link	Lana flees or Allied Base falls

CAPTURE ALL KEEPS AND WEAKEN THE ENEMY

To open the gates of the Enemy Base Keep, capture all of the Keeps marked on your map.

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Twilight Map
G-9

LEARN THE KEY TO A BALANCED ATTACK!

Unlockables

Ooccoo

Search Item

Bombs: Young Link – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Twilight Map
G-10

PUT AN END TO THE ENEMY'S DIVISIVE PLAN!

Unlockables
Jar
Linkle – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

DARUNIA

Drive out dangerously devastating Darunias to dominate this fight.

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Twilight Map
G-11

RACK UP YOUR KO COUNT!

Unlockables
Tears of Light
Spinner
Tetra – Heart Container (A-Rank)

Search Item
None

A-Rank
KOs – 1,200 enemies or more
DAMAGE – 4,000 damage or less

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Twilight Map
H-3

LEARN THE KEY TO A BALANCED ATTACK!

Unlockables
Twili Midna – Heart Container (A-Rank)
Tears of Light
Lantern

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Twilight Map
H-4

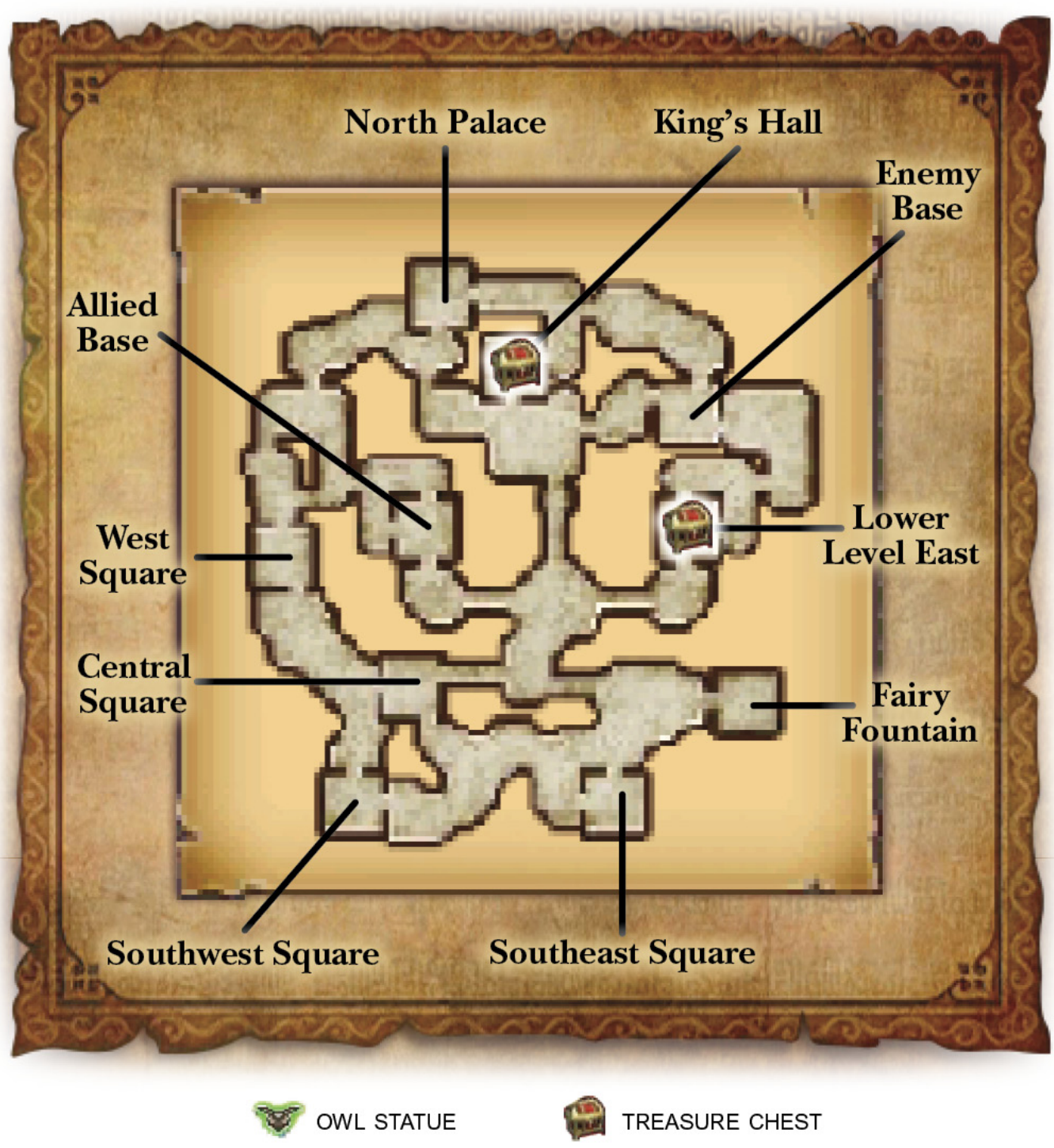
ADVENTURE BATTLE:

DEFEAT THE WARRIORS OF TWILIGHT

Unlockables
Ganondorf – Heart Container (Treasure)
Fairy Clothing: Make-Up (Treasure)
Fairy Food: Fish

Search Item
Bombs: Ganondorf's Swords of Demise + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Twili Midna	Cia flees or the Allied Base falls

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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Hyrule Warriors Legends

Twilight Map
H-5

TWILIGHT PORTAL

You can use a Ooccoo Item Card on the green portal in the Search Screen to warp to F-11.

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables
None

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

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HYRULE WARRIORS LEGENDS

Twilight Map
H-6

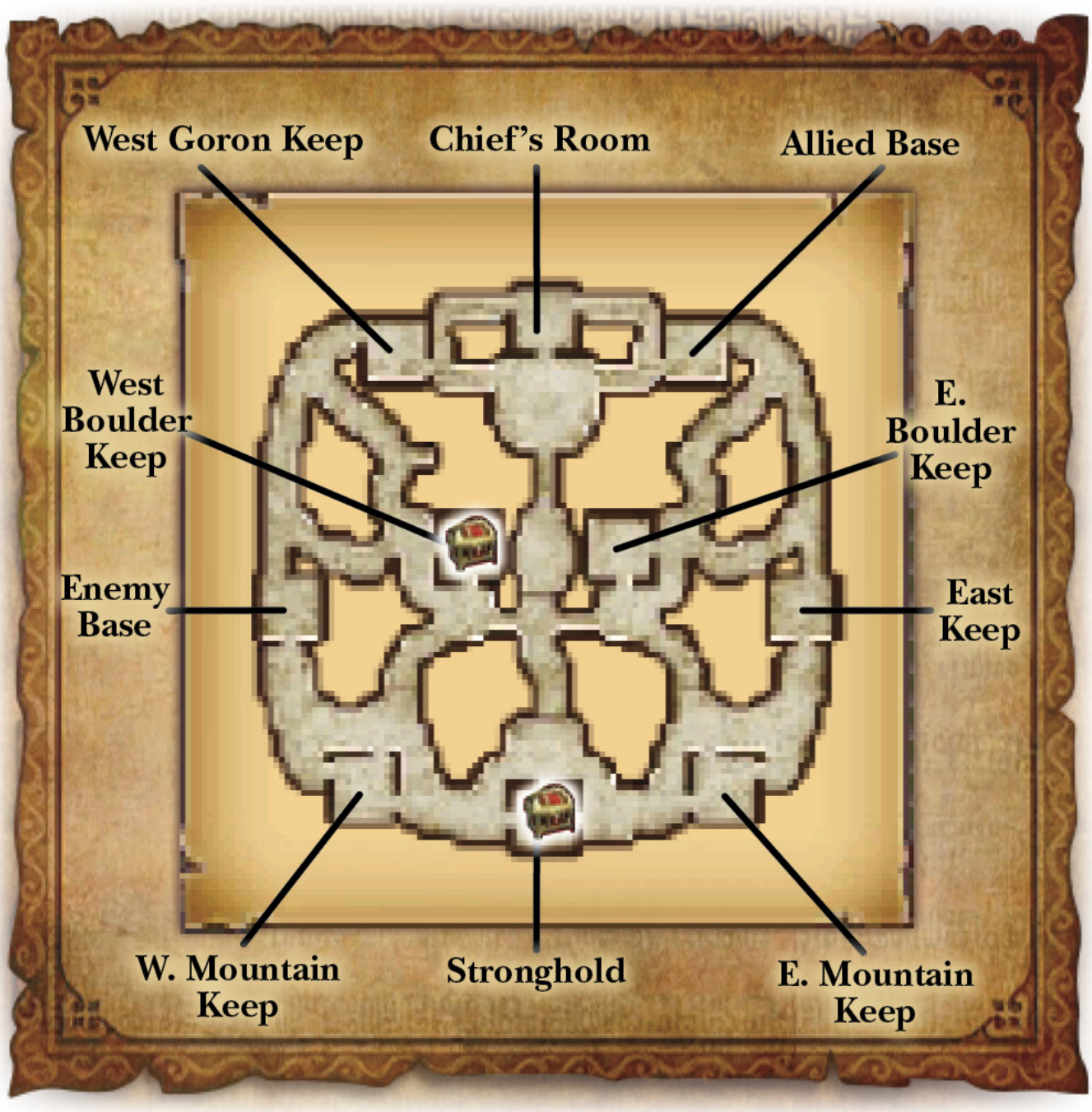
ADVENTURE BATTLE:

CALM DISSENTERS AND CRUSH YOUR FOE!

Unlockables
Darunia – Heart Container (Treasure)
Fairy Food: Drink

Search Item
Jar: Ruto's Costume – Standard Outfit (Twilight)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Volga	Impa flees or the Allied Base falls

Twilight Rule: No Item Attacks
Use a Tears of Light Item Card in the Search Screen to remove this rule.

DEFEAT THE ENEMY CAPTAINS TO HALT ENEMY FORCES

You must defeat the Captains marked on your map to open the gates of the Enemy Base Keep, but that's not all. Your Allied Commander must be escorted to an enemy Keep not far from their starting location, then that Keep must be captured. Defeat every enemy with a health bar above its head to keep your Commander moving toward the Keep. Once inside the Keep, capture it and the Commander creates a Magic Circle for you. If you use that Magic Circle, it clears out hundreds of enemies and a large swath of powerful enemy Captains in one fell swoop. Defeat the remaining marked Captains after using the Magic Circle and the gates to the Enemy Base Keep will be open to you.

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Hyrule Warriors Legends

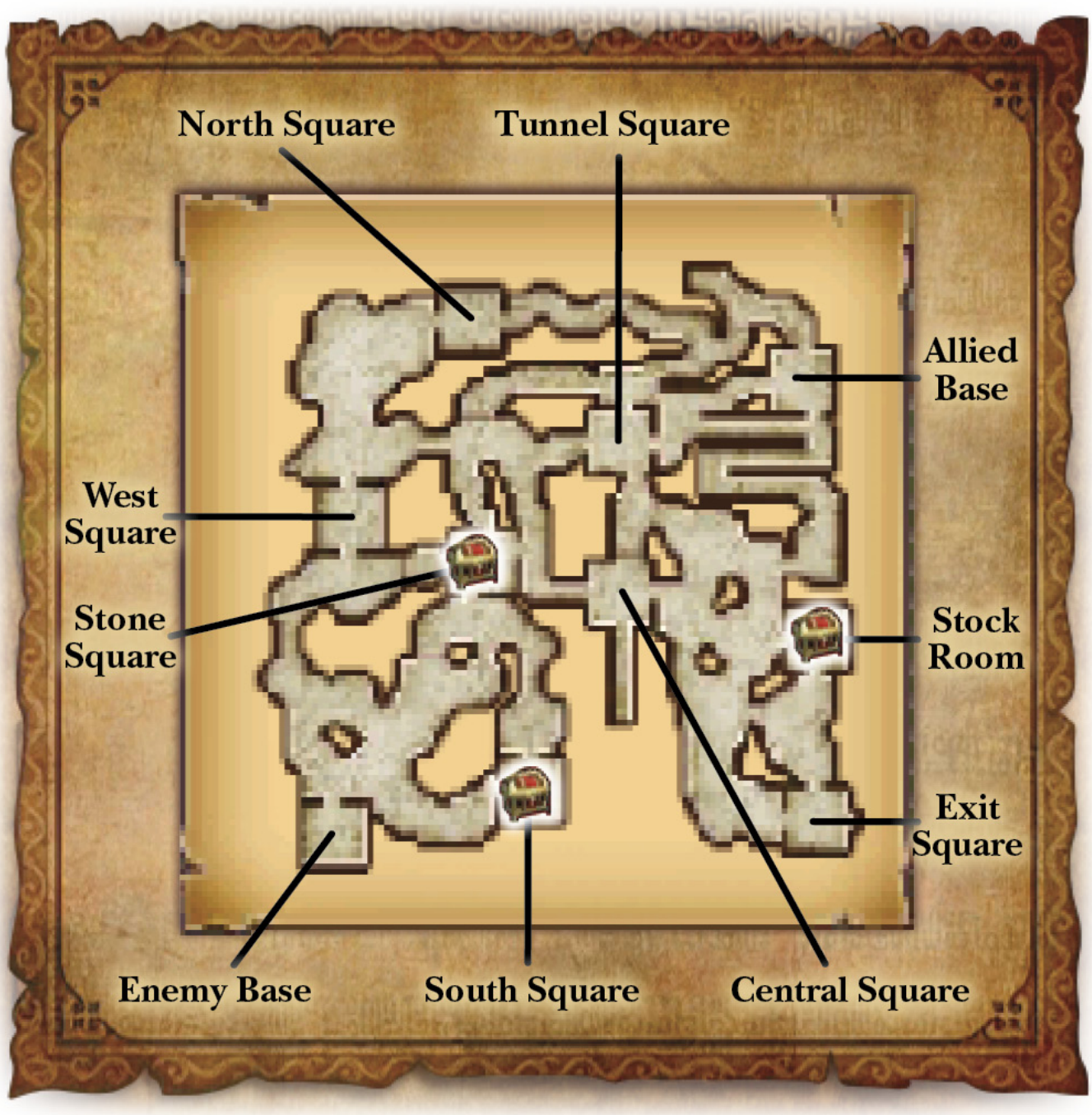
Twilight Map
H-7

DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE DRAGON OF THE VOLCANO!
Unlockables
Tears of light
Fishing Rod
Sheik – Heart Container (A-Rank)
Fairy Food: Fish
Fairy Clothing: Make-Up (Treasure)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Volga	Sheik flees or the Allied Base falls

Twilight Rule: No Special Attacks
Use a Tears of Light Item Card in the Search Screen to remove this rule.

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it only stays marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

DEFEAT THE ENEMY COMMANDER

You can find Volga in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Stone Square Keep first, however.

DEFEAT KING DODONGO TO WIN

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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Twilight Map
H-8

PROTECT THE BOMBCHU

Unlockables

Lantern

Search Item

Spinner: King Daphnes – Heart Container (A-Rank)

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Twilight Map
H-9

MISSING ENEMIES

You must use a Lantern Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

ADVENTURE BATTLE:

DEFEAT THE DISORDERLY FORCES!

Unlockables
Darunia – Heart Container (Treasure)
Fairy Food: Weird

Search Item
Bombs: Darunia's Costume – Standard Outfit (Twilight)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Ruto	Zelda flees or the Allied Base falls

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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Twilight Map
H-10

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Skull Kid – Heart Container (A-Rank)
Tears of Light
Compass

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 20 ENEMY CAPTAINS!

The enemy Captains you must slay in this Scenario are Stalmasters. They are sluggish, melee-focused monsters that pose very little threat to you. They can throw their swords, but the swords fly rather slowly and the Stalmasters telegraph the attack. Their sword hand glows bright blue just before they throw it.

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Hyrule Warriors Legends

Rewards Map

True Partners

Unlockables
Link's Costume – Dark Link

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000	

Victory Conditions	Defeat Conditions
Defeat Dark Link	Link flees

SELECT AN ALLY PARTNER

Six yellow targets appear on the minimap. Each of them is the location of one of the female Warriors in the game. Your job is to pick which one you want fighting by your side for the rest of the battle. The remaining Warriors then turn and join the enemy force. We suggest you select Zelda as your partner since she tends to have one of the hardest Weak Point Marks to reveal, but the choice is entirely up to you.

DEFEAT THE ENEMY COMMANDER

You can find Dark Link in the Enemy Base Keep.

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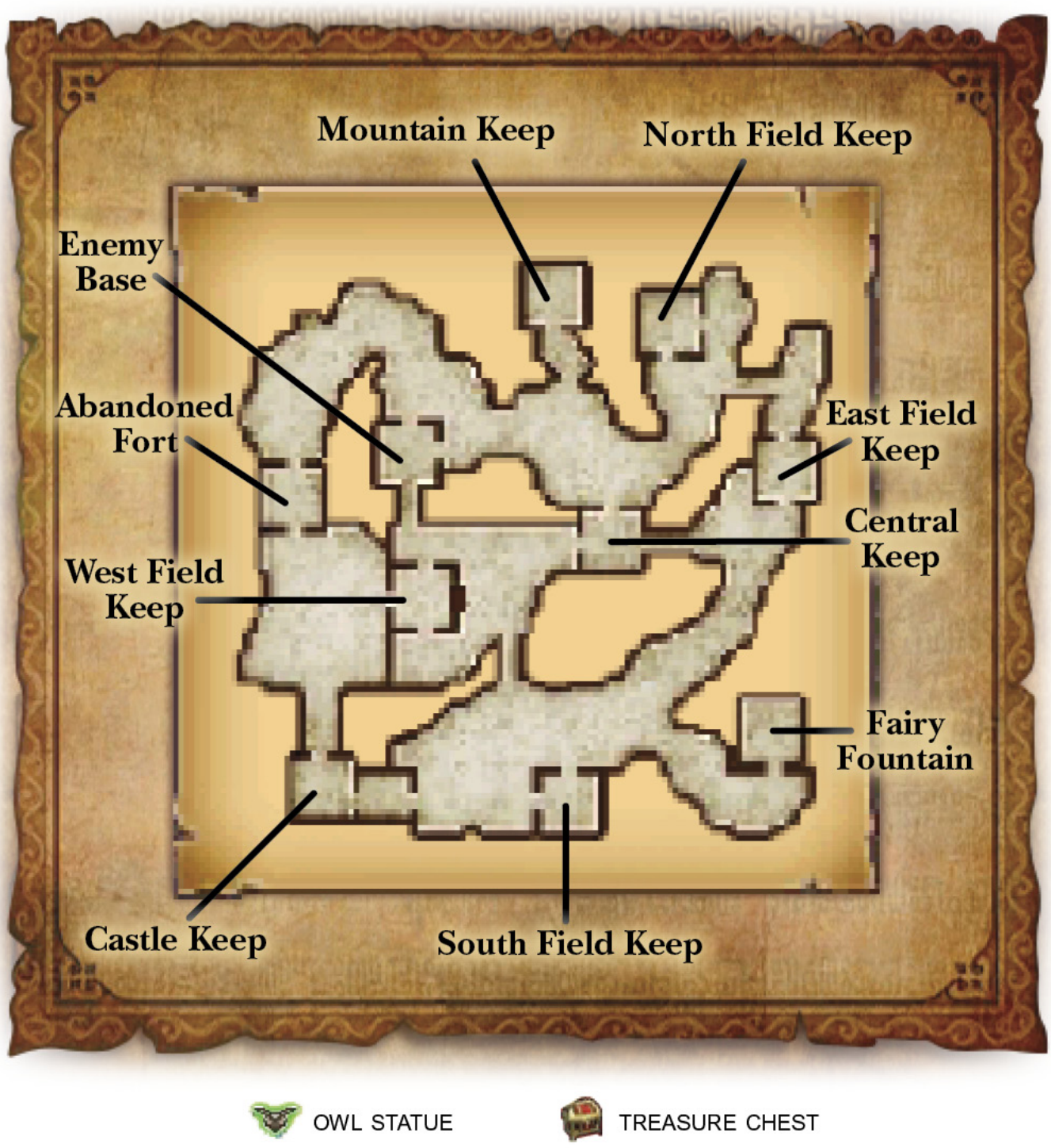
Hyrule Warriors Legends

Rewards Map

Chosen by Fate

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000	



Victory Conditions	Defeat Conditions
Defeat Ganondorf	Zelda flees

CAPTURE THE ENEMY KEEPS

Capture both the East Field and the Central Keeps to escape the southeastern corner of the map.

DEFEAT THE RALLY CAPTAIN

Shortly after the Scenario begins, a Rally Captain enters the field. Rally Captains boost the morale of enemy troops, so taking them out swiftly should be high on your priority list.

CAPTURE MORE ENEMY KEEPS

After capturing the first set of Keeps, another pair is marked. Capture both the West Field and Abandoned Fort Keeps. We recommend not using your Fairy of Darkness on the West Field Keep's Barrier of Darkness. The Enemy Base also has a Barrier of Darkness that you really don't want to fight Ganondorf in.

Once you capture the second pair of Keeps, the Enemy Base opens up and all of Ganondorf's forces in the Castle Keep charge toward Zelda in the Allied Base. You can easily intercept them by waiting inside the West Field Keep. That Keep serves as a chokepoint for the Captains' journey to Zelda. Take them all out, then head for Ganondorf in the Enemy Base.

DEFEAT GANONDORF AND GANON TO WIN

As soon as you enter the Enemy Base, Ganon appears inside it. Pay attention to his attacks: He emulates every Giant Boss, except for The Imprisoned, and you must hit him with whichever item that the Giant Boss he's emulating is weak to. As a refresher, if he holds out his right hand and begins charging a fireball, race in and throw Bombs at his hand. If he lifts his left hand and begins charging a blue energy ball, dodge out of the way of the attack and shoot his hand with the Bow. If his shoulder spikes open up and begin firing small spikes, hit them with the Boomerang as soon as they are finished firing. If he flies into the air, pull him down with the Hookshot.

Once you've destroyed each of Ganon's parts, he begins performing attacks that make the gem on his head glow. When you see it glow, shoot him with your Bow to make him reveal his Weak Point Mark. Perform some Smashes to defeat him. Once Ganondorf has been defeated, the level is over.

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Rewards Map

Boss Rush

Unlockables
Zelda's Standard Robes (Boss)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000	

Victory Conditions	Defeat Conditions
Defeat all Giant Bosses	Zelda flees

MISSION BRIEFING

Keep an eye on Zelda during this fight. If she's forced to flee, you fail and, with this many Giant Bosses, it wouldn't take long for her to be forced off the field. Don't try this fight until you've purchased all three Empty Bottle and Stamina Fruit Badges from the Badge Market for your Warrior of choice. These bad beasts hit like an 18-wheeler and Hearts are incredibly limited. There are two Heart Jars inside the abandoned Keep in the center of the map that you should only use in an emergency. Use your Special Attacks every chance you get to chip away at the Giant Bosses' health. We also suggest using Lana and her Book of Sorcery for this fight, as her Regular-Regular-Regular-Combo-Combo attack is excellent for depleting Weak Point Marks and it's not dependent on Lana having full health like Link's Regular-Regular-Combo attack. Attack with the Master Sword.

This is an incredibly tough fight, so be alert, keep moving from the north and south sides of the map to lure individual Giant Bosses, and don't get surrounded. You've got this in the bag!

DEFEAT THE GIANT BOSSES

Manhandla, King Dodongo, and Gohma are the first Giant Bosses on the map. They group together pretty quickly, which makes the fight a complete mess. Try to lure one of the monsters away and take it out while it's alone. Gohma is the fastest monster on the field right now, so it's likely the best candidate for luring. Just make sure not to challenge one of the Giant Bosses while its grouped with the others; it'll be a complete nightmare for you.

As soon as you defeat your first Giant Boss, Argorok swoops in to replace it. The Imprisoned shows up to replace the second Giant Boss you defeat. Ganon arrives as the sixth and final Giant Boss for this fight.

Every time you defeat a Giant Boss, all of the other Giant Bosses get a Morale Boost. Focus on the Bosses that have the highest damage output, which in this case would be Manhandla and Ganon. Their seed attacks can do an intense amount of damage. Gohma and Argorok should be last on your priority list as their attacks are easy to dodge and their Weak Point Marks are incredibly easy to reveal.

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Hyrule Warriors Legends

Rewards Map

Running to the Rescue

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000	

Victory Conditions	Defeat Conditions
Defeat Ghirahim	NOTE Ruto, Sheik or Impa flees

MISSION BRIEFING

This battle gets intense quickly. Three Imprisoned litter the map and harass three of your allied Warriors. If even one of them falls, the mission is over. Race to reach all three of your Warriors before one of them can be defeated. You don't need to defeat the Imprisoned attacking them right away, but you do need to reach them in order to avoid losing the battle early on.

Using the Weak Point Smasher Potion from the Apothecary is incredibly helpful here. If you have a high-level Tingle with his fourth tier weapon and his Stamina Fruit and Kokiri Sword Badges maxed, you'll be in great shape. His Regular-Regular-Regular-Regular-Combo attack is incredibly effective at clearing out Keeps and can destroy the Imprisoned's toes in one attack. If you time it properly, you can use that attack again as the Imprisoned as soon as the Imprisoned's Weak Point Mark appears, which can nearly deplete it in one strike.

Just make sure that you keep watch on Ruto during this battle. Enemy Captains regularly make their way up to her and, after a certain point in the battle, all living Imprisoned and any allies that have turned on you charge Ruto.

SAVE THE STRANDED ALLIED FORCES!

Sheik and Impa are isolated behind enemy lines. You need to get over there and defeat the Imprisoned near them to free your ally before they are defeated.

To reach your allies, you must first capture either W. Rockface Keep, the Central Keep, or the East Field Keep. Capturing one removes the gates from all three of the Keeps, allowing you to move to the southern side of the map.

Focus on reaching each of your allies before you start to fight the Imprisoned. Shortly after you approach them, they turn against you due to the confusion of the battle. They won't be at risk of fleeing once they've turned, but they won't turn until they've been approached. Make sure to race to the Castle Keep and capture it as soon as you've captured one of the first three marked Keeps. The trip up to Impa is the longest, so waiting until the last minute to reach her is unwise.

DEFEAT THE SCOUT CAPTAIN BEFORE SCOUT TROOPS CAN BE CALLED

A Scout Captain enters the field while you're working on your mission. If the Scout Captain is left to his own devices, he calls in Scout Troops to aid in the fight. To stop this from happening, race to the Scout Captain and defeat it swiftly.

KNOCK SOME SENSE INTO SHEIK/IMPA/LANA

Due to the chaos of this battle, Sheik, Lana and Impa eventually lose their cool and turn against you. Defeat the Imprisoned that is closest to your turned ally to turn them back to your side.

Once all three Imprisoned have been defeated, the gates to the Enemy Base Keep open.

DEFEAT THE ENEMY COMMANDER

You can find Ghirahim in the Enemy Base Keep.

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Hyrule Warriors Legends

Rewards Map

Scattered Seeds

Unlockables
Lana's Costume – Standard Outfit (Boss)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000	

Victory Conditions	Defeat Conditions
Defeat Ganondorf	The Allied Base falls

DEFEAT ALL MAGIC TROOPS

At the start of the level Ganondorf splits into three and heads directly for the Allied Base. You must strip him off his power by defeating three Magic Troops marked on your map.

DEFEAT ALL PHANTOMS GANONS

As soon as you defeat the Magic Troops, the fake Ganondorfs all become Phantom Ganons, while the real Ganondorf appears in the northwest corner of the map and begins charging at the Allied Base once again. The Ganondorf is morale boosted and shreds through any units or Keeps with ease. If you defeat all three Phantom Ganons, Ganondorf retreats.

DEFEAT GANONDORF

Ganondorf reappears on the battlefield inside the Enemy Base Keep. He summons a slew of enemy Captains and Warriors shortly after and sends them directly toward the Allied Base.

You must have your Playable Warrior enter the Forsaken Fortress in the top-left corner of the map. As soon as you do, Ganondorf's Captains begin chasing your Playable Warrior down. Defeat them to lower Ganondorf's morale.

Once you've defeated Ganondorf, the level is over.

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Hyrule Warriors Legends

Rewards Map
Unity

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000	

Victory Conditions	Defeat Conditions
Defeat Darunia	Link flees or the Allied Base falls

DEFEAT ALL ENEMY CAPTAINS TO LURE THE COMMANDER

Defeat the two Captains marked on your minimap to progress the mission. As soon as you defeat them, Ruto and Sheik enter the battlefield.

DEFEAT THE SUMMONER IMMEDIATELY

As soon as you finish capturing the Keeps to break through to your allies, a Summoner enters the battlefield. It has the ability to summon enemy soldiers directly to your location. If you're not struggling to defeat the soldiers it is summoning, don't worry about rushing over to take out the Summoner.

DEFEAT THE ENEMY COMMANDER

You can find Darunia in the Enemy Base Keep.

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Rewards Map

Evil Power

Unlockables	
Cia's Costume – Masked (Boss)	
Unmasked (Boss)	Hatless (Boss)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000	

Victory Conditions	Defeat Conditions
Defeat Cia	Lana flees

DEFEAT THE ENEMY CAPTAINS IN TIME!

You have three minutes to defeat four marked Captains. As soon as you finish off two of them, four more enter the fray. This is a challenge by anyone's standards, but fortunately you won't fail if you can't complete the mission in time. When the clock hits zero, all of the remaining Captains charge Lana at once. If you've already cleared up four or more of the Captains, you shouldn't have too much trouble keeping Lana safe. Cia enters the battlefield as soon as time runs out and she joins her Captains in the assault on Lana. Defeat Cia to win the fight.

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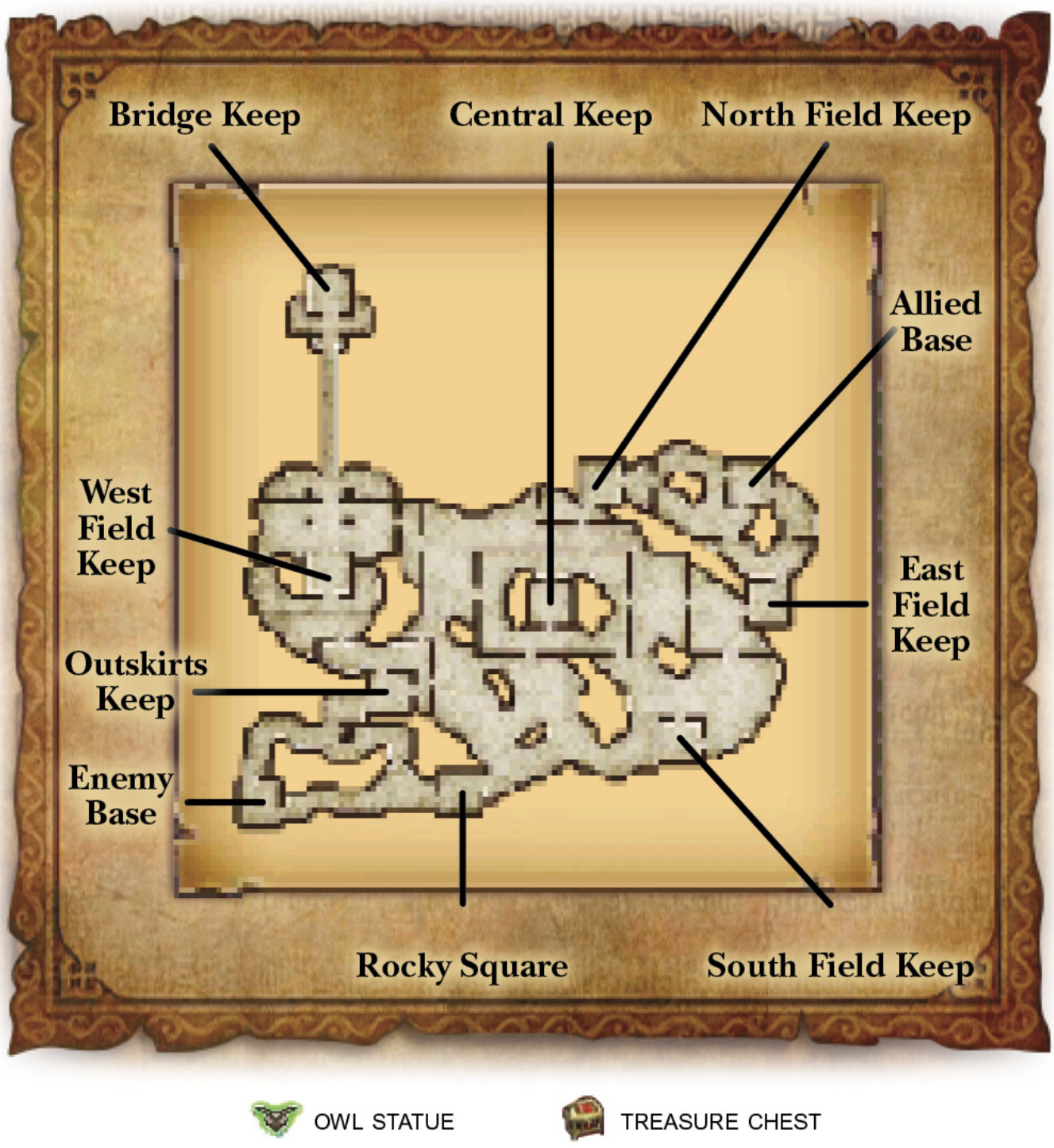
HYRULE WARRIORS LEGENDS

Rewards Map

Rulers of Twilight

Unlockables
Ganondorf's Costume – Standard Armor (Boss)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000	



Victory Conditions	Defeat Conditions
Defeat Zant	Midna flees or Allied Base falls

CAPTURE ZANT'S KEEPS AND DISPEL THE TWILIGHT REALM

Capture the four Keeps hidden in Twilight across the map to complete this mission. You map won't be of much help once you're in a Twilight area, but simply capturing the Keep within the Twilight rids the area of that Twilight.

DEFEAT THE ITEM TRANSPORTER AND TAKE THE TREASURE.

An Item Transporter enemy Captain appears on the battlefield. These enemies drop Weapons and Materials when defeated. Use the Battlefield Info screen to locate them on the battlefield.

DON'T LET HYLIAN CAPTAINS FLEE

Any Hylian Captains that flee during this fight join Zant's side. Protect them to keep them from turning on you, but only if they're nearby. Getting rid of the Twilight should be your first priority.

APPROACH AND RECRUIT AGITHA

Agitha appears on the battlefield shortly into the level. She is not currently allied with either side, but if you race over to her, you can enlist her to help your fight against Zant. Just be quick about reaching her. If an enemy Captain is able to get to her before you do, Agitha allies with the enemy forces instead of joining your fight.

TWO ARGOROKS HAVE APPEARED

About halfway through the battle, two Argoroks enter the field. As a refresher, to beat Argorok stay to the side or behind it to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

DEFEAT ZANT

Once you've cleared the battlefield of Twilight, the gates to the Enemy Base Keep open and the path to Zant is clear. In retaliation, Zant creates five Dark Zants and sends them directly to the Allied Base. If you think you can pull it off, you can try to rush Zant and defeat him before the Dark Zants take the Allied Base. If you're not too confident, then race over to the Zants and take them out before finishing Zant off.

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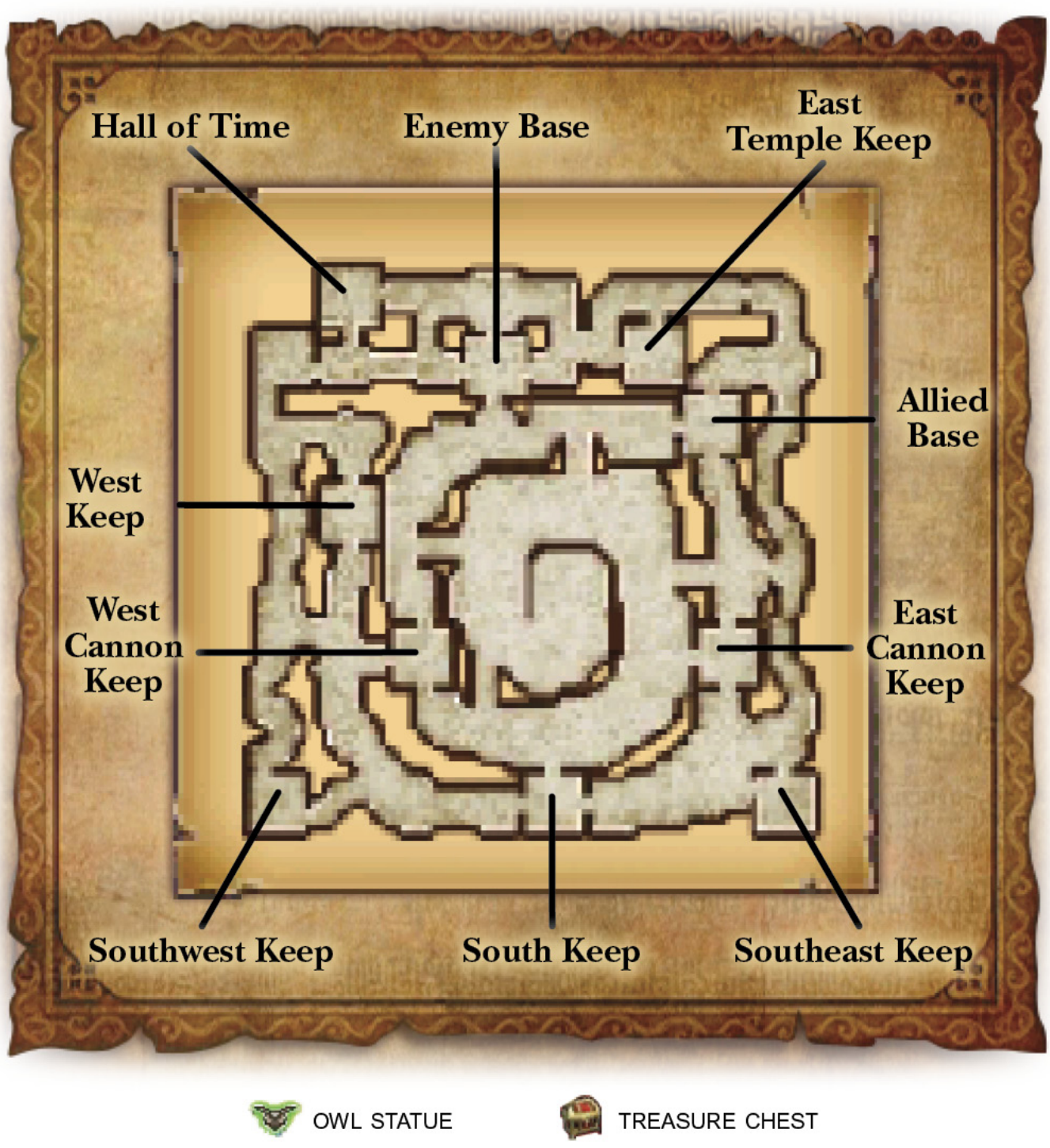
Hyrule Warriors Legends

Rewards Map

The Giants Gather

Unlockables
Link's Costume – Hero's Clothes (Boss)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – Less than 4,000	



Victory Conditions
Defeat Lana

Defeat Conditions
Young Link or a Giant flees, or Allied Base falls

LEAD ALL THE GIANTS TO THEIR DESTINATION

Four Giants are in the center of the map at the start of the level and your job is to make sure they each make it to the Keeps marked on your map. To accomplish this, you must defeat any Captains that are near the Giants to keep them unharmed and moving.

DEFEAT ACCELERATING TROOP TO SLOW THE DARKNUTS

A Captain called the Accelerating Troop appears on the map early on in the battle. As long as it stays on the battlefield the Darknuts on the field can move and attack faster. Defeat the Accelerating Troop to slow the Darknuts.

A RECON SOLDIER HAS ENTERED THE BATTLEFIELD

At some point during the battle a Recon Soldier appears and begins combing the field for your current Playable Warrior. If it reaches your Warrior and attacks him/her, the Recon Warrior summons reinforcements to the battlefield. You can try to avoid it or take it on directly, but whatever you do, don't let it attack you and don't touch it with any physical attacks! Use ranged attacks to take it down safely.

BUSINESS TROOPS HAVE APPEARED

Business Troops appear on the battlefield at some point during the battle. If you approach it, you will trade 1,000 Rupees for a Title Deed. Using the Playable Warrior you grabbed the Title Deed with, you can head to the other Business Troop and trade with it for a rare Material.

DEFEAT DECELERATING TROOP TO SPEED UP THE GIANTS

A Captain called the Decelerating Troop appears on the field during the battle and begins slowing the Giants' movement. This makes completing this level significantly harder than it needs to be, so use your Battlefield Info screen to locate the Troop and knock it out.

DEFEAT THE ENEMY COMMANDER

After all of the Giants have reached their destinations, the Enemy Base Keep opens and Lana charges out.

DEFEAT ALL GIANT BOSSES

As soon as Lana has been defeated, three King Dodongos appear on the map. Defeat all three to complete the level.

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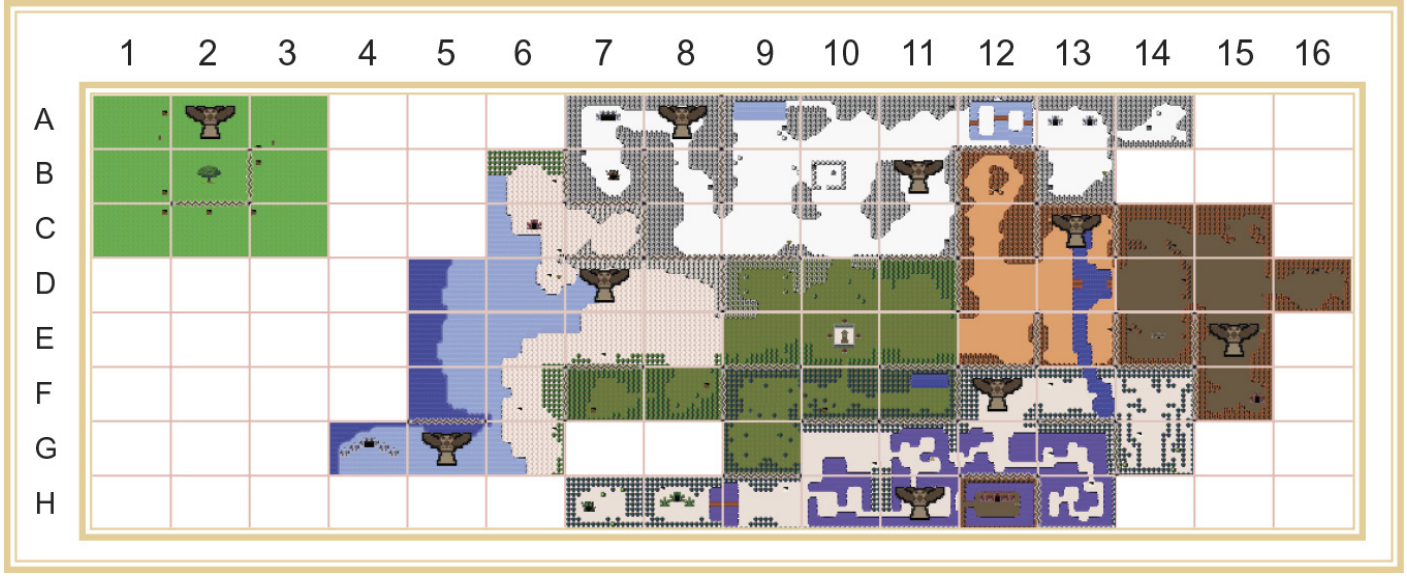
Hyrule Warriors Legends

Termina Map

Termina Map



The moon is falling and Termina is doomed. That is, unless you can gather four Giant Item Cards before 72 hours passes. That's your quest on the Termina Map and trust us when we say that this is no easy task. Being one of the last two Adventure Mode maps you get to play means that some of the game's hardest challenges await here. Add to that a time limit that, when it expires, nearly resets the entire map, and you've got a real mountain of a map to conquer.

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HYRULE WARRIORS LEGENDS

Termina Map
Item Cards

Masks are the flavor of the week in this map. You use them to root out any hidden enemies, and there are plenty of Scenarios with hidden enemies that need to be revealed before they're playable. There are also Ocarina Item Cards that help you with the time element of the Termina Map.

COMPASS

Use this while on the Search screen to identify where an Item Card can be used.

ZORA MASK

Use this on whirlpools to reveal enemies.

DEKU STICK

Use this on torches to reveal enemies.

SONG OF TIME

Play this on the Search Screen to reset all map squares to their starting state.

DEKU MASK

Use this on flowers to jump toward a neighboring square.

MASK OF TRUTH

Use this on the Search Screen to double your defense for one battle.

BOMBS

Use this on boulders to uncover hidden staircases.

INVERTED SONG OF TIME

Play this on the Search Screen to add 10 hours back to the clock.

GORON MASK

Use this on switches to reveal enemies.

MAJORA'S MASK

Use this on the Search Screen to fill your Magic and SP gauges for one battle.

ICE ARROW

Use this on circles of flame to uncover hidden stairways.

TERMINA MAP CHALLENGES

You have 72 hours to find four Giant Item Cards across the map and place them in the Clock Town square to stop the moon. If time runs out, the moon will fall and the entire map will reset. Every Scenario will take an hour off of the clock, which means after playing 72 Scenarios the jig is up. Or it would be if there were no tools to assist you through this map.

TIME TOOLS

During your travels across the Termina Map you find owl statues on certain squares. When you complete the Scenario that the statue is on, its wings open up indicating that it has been activated. If the moon falls and resets the map, the owl statue squares remain open and available to you, which means you can continue working through the map from those points. It's a sort of checkpoint system that helps to keep you from having to truly start the map over from scratch.

The other tools that help you contend with the time element are the Song of Time and Inverted Song of Time Item Cards. Using the Inverted Song of Time on the Search Screen adds another 10 hours to the clock, while the Song of Time pre-emptively restarts the map. Why would you want to do that? Well, if time is running low and you just found an owl statue, you can reset time and continue your progress from that statue, instead of completing a handful of Scenarios and losing all of that work to time running out.

GIANT CARDS

All in all, your quest to find the Giant Cards won't be particularly tough if you use our walkthrough. We considered putting the locations of all four Giant Cards here, but decided against it in case you want to find them for yourself. They are listed in the Unlockables text for the level they are actually in, so skim through this section of the guide at your own peril.

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Hyrule Warriors Legends

Termina Map
A-1

MISSING ENEMIES

You must use a Deku Stick Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

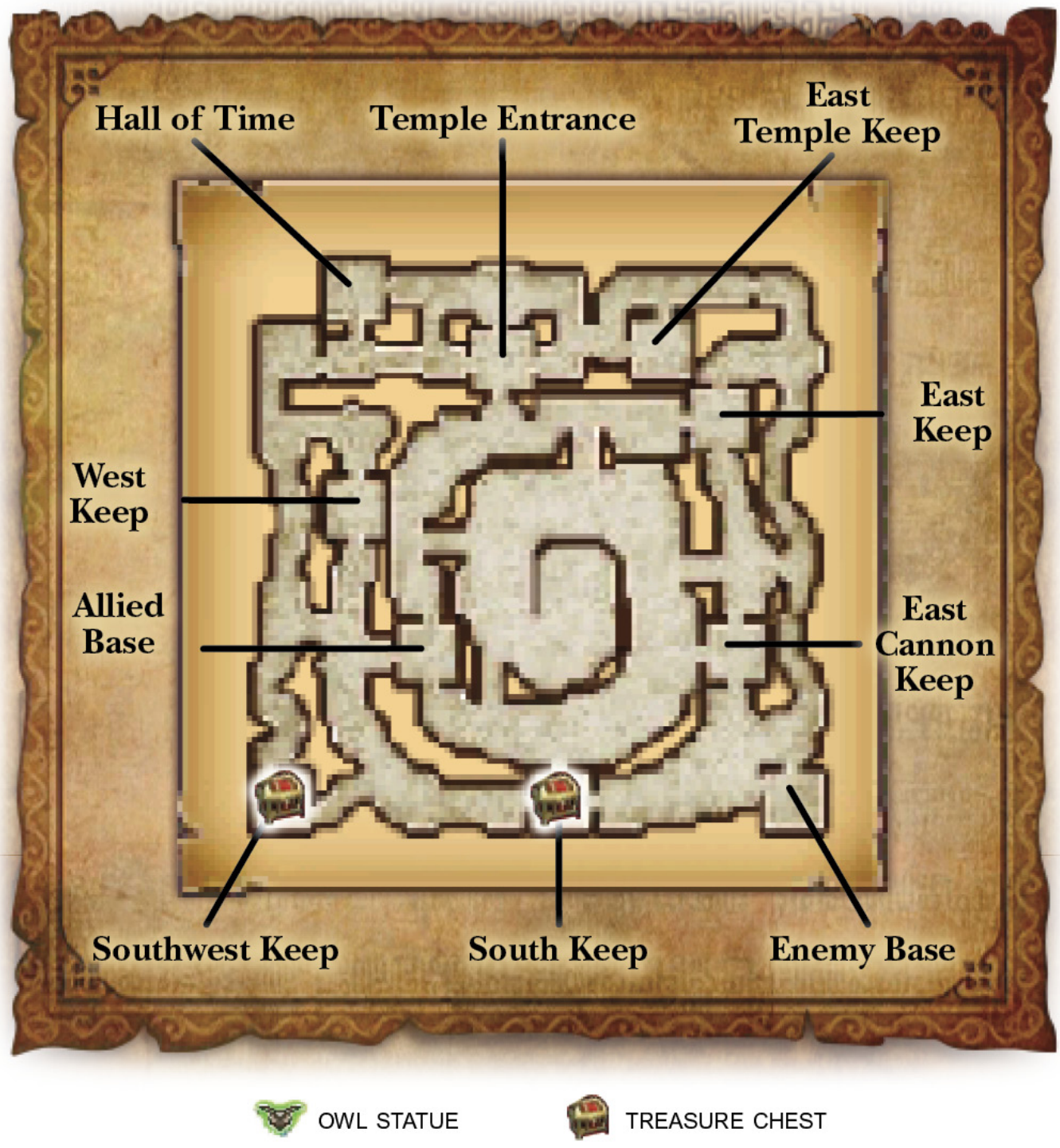
ADVENTURE BATTLE:

DEFEAT THE DISORDERLY FORCES!

Unlockables
Fairy Clothing: Headwear (Treasure)

Search Item
Ice Arrow: Young Link's Vengeful Deity Mask + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Ghirahim	Zelda flees or the Allied Base falls

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

You'll need to take out the Captains marked on your map before the gates to the Enemy Base Keep will open.

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HYRULE WARRIORS LEGENDS

Termina Map
A-2

ADVENTURE BATTLE:

DEFEAT THE BARRIER SPECIALIST FORCES!

Unlockables
1,000 KO Skulltula
Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Ganondorf	Cia flees or the Allied Base falls

CAPTURE ALL BARRIER KEEPS

You'll need to capture the Barrier Keeps marked on your map in order to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them will allow you to pick up a Fairy that will help remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it will only stay marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

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Hyrule Warriors Legends

Termina Map
A-3

MISSING ENEMIES

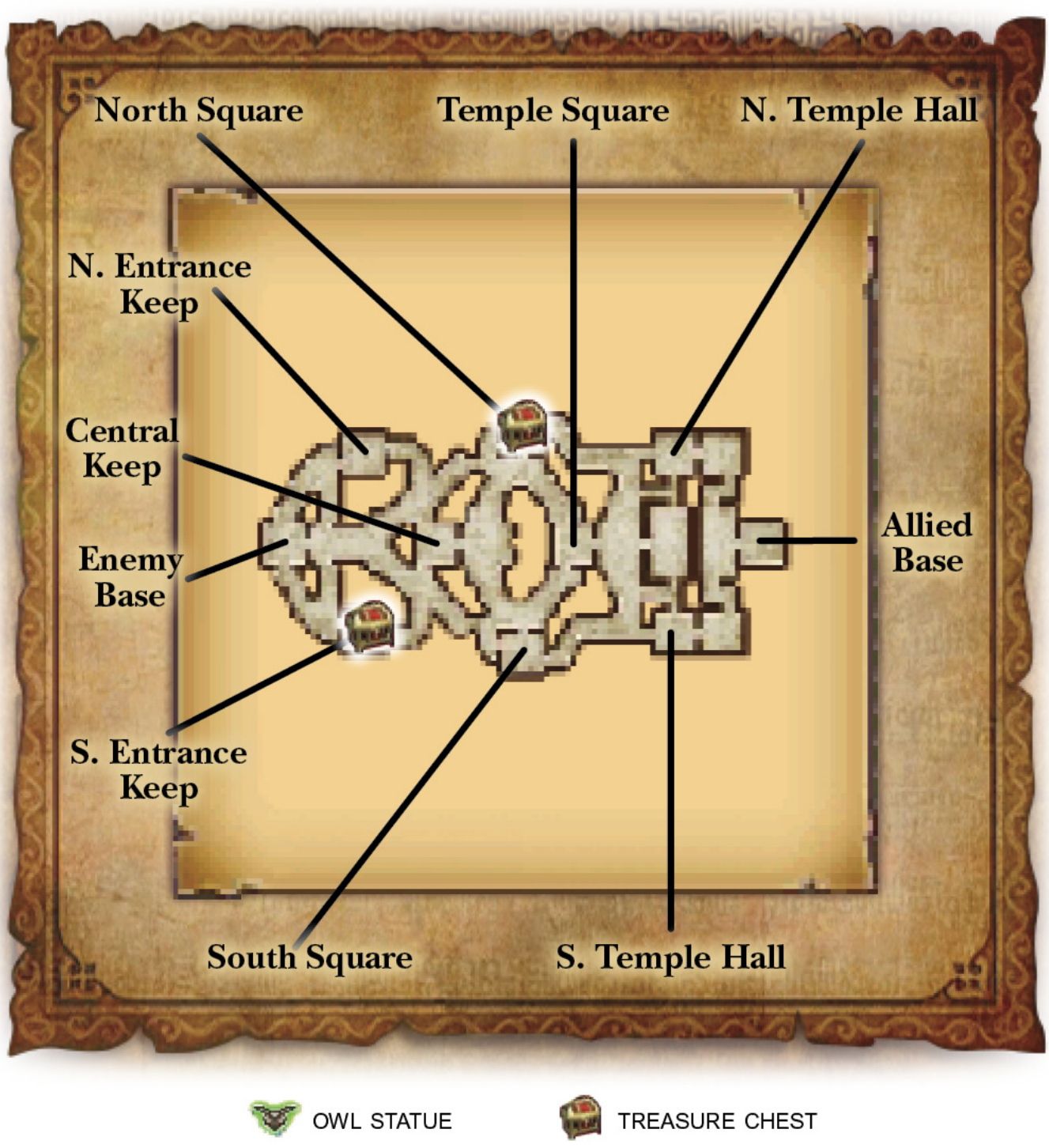
You must use a Deku Stick Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

ADVENTURE BATTLE:

YESTERDAY'S FOES ARE TODAY'S ALLIES!
Unlockables
Fairy Clothing: Make-Up (Treasure)

Search Item
Bombs: Zelda's Royal Dominion Rod + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	**Defeat Conditions**
Defeat Cia	Link flees or the Allied Base falls

DEFEAT THE ENEMY CAPTAINS TO HALT ENEMY FORCES

You must defeat the Captains marked on your map to open the gates of the Enemy Base Keep, but that's not all. Your Allied Commander must be escorted to an enemy Keep not far from their starting location, then that Keep must be captured. Defeat every enemy with a health bar above its head to keep your Commander moving toward the Keep. Once inside the Keep, capture it and the Commander creates a Magic Circle for you. If you use that Magic Circle, it clears out hundreds of enemies and a large swath of powerful enemy Captains in one fell swoop. Defeat the remaining marked Captains after using the Magic Circle and the gates to the Enemy Base Keep will be open to you.

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Hyrule Warriors Legends

Termina Map
A-7

DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE DRAGON OF THE TEMPLE!

Unlockables
Giant
Goron Mask
Wizzro – Heart Container (Treasure)
1,000 KO Skulltula
Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Volga	Midna flees

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

DEFEAT THE ENEMY COMMANDER

You can find Volga in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Abandoned Fort Keep first, however.

DEFEAT KING DODONGO TO WIN

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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Termina Map
A-8

DEFEAT 700 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables

None

Search Item

None

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

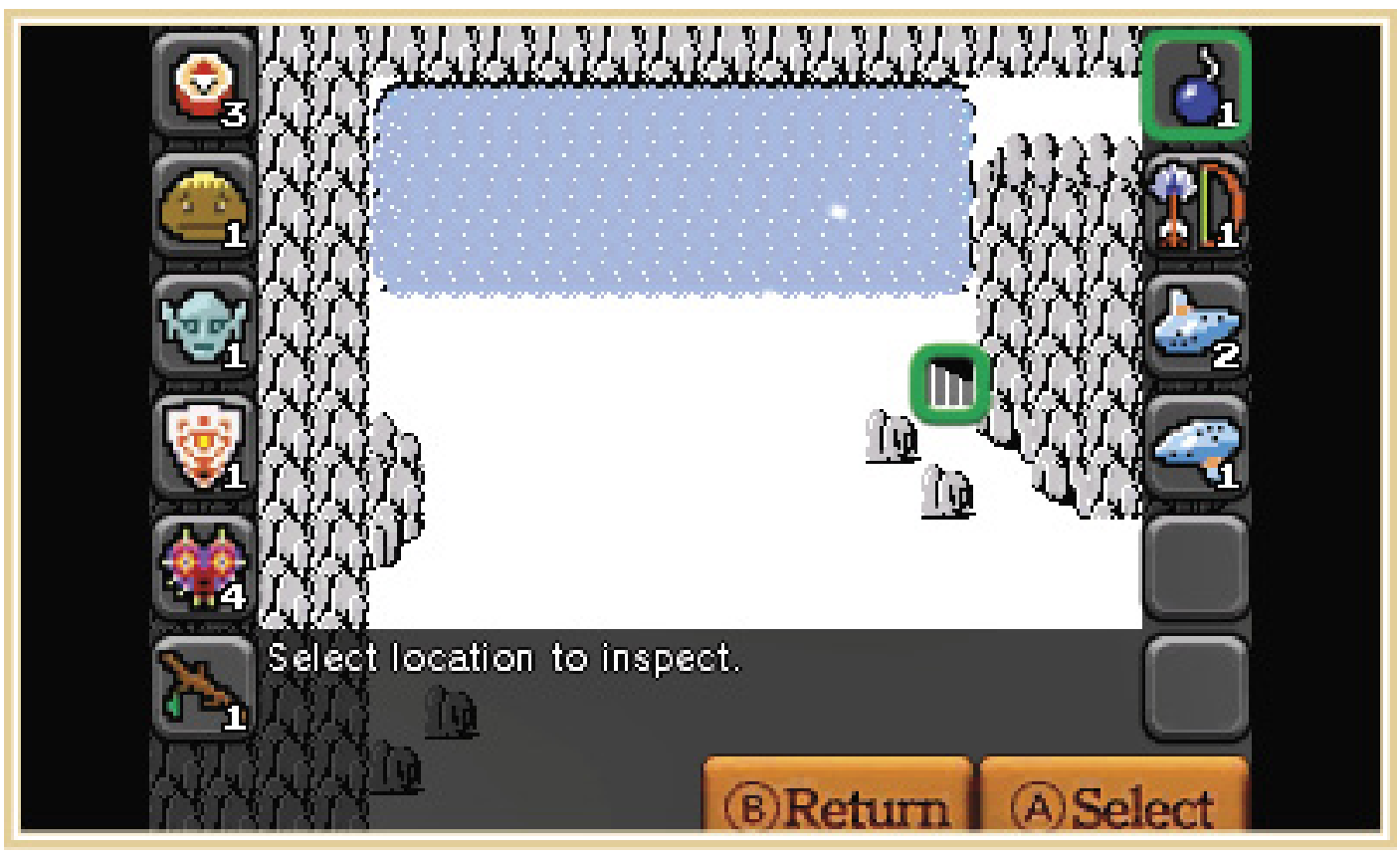
Termina Map
A-9

ADVENTURE BATTLE:

WILL YOU FALL, OR WILL YOU BLOOM?

Unlockables
Volga – Heart Container (Treasure)
Fairy Clothing: Jewelry (Treasure)
Fairy Food: Drink

Search Item
Bombs: Lana's Costume – Deku Mask



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Midna	Zelda flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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Termina Map

A-10

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables
Ice Arrow
Cia – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

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HYRULE WARRIORS LEGENDS

Termina Map
A-11

DEFEAT 700 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables

Inverted Song of Time

Compass

Search Item

Bombs: Impa's Costume – Mask of Truth

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Termina Map
A-12

WIN THE RUPEE COMPETITION!

Unlockables
Ice Arrow
King Daphnes – Heart Container (A-Rank)

Search Item
None

A-Rank
DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Termina Map
A-13

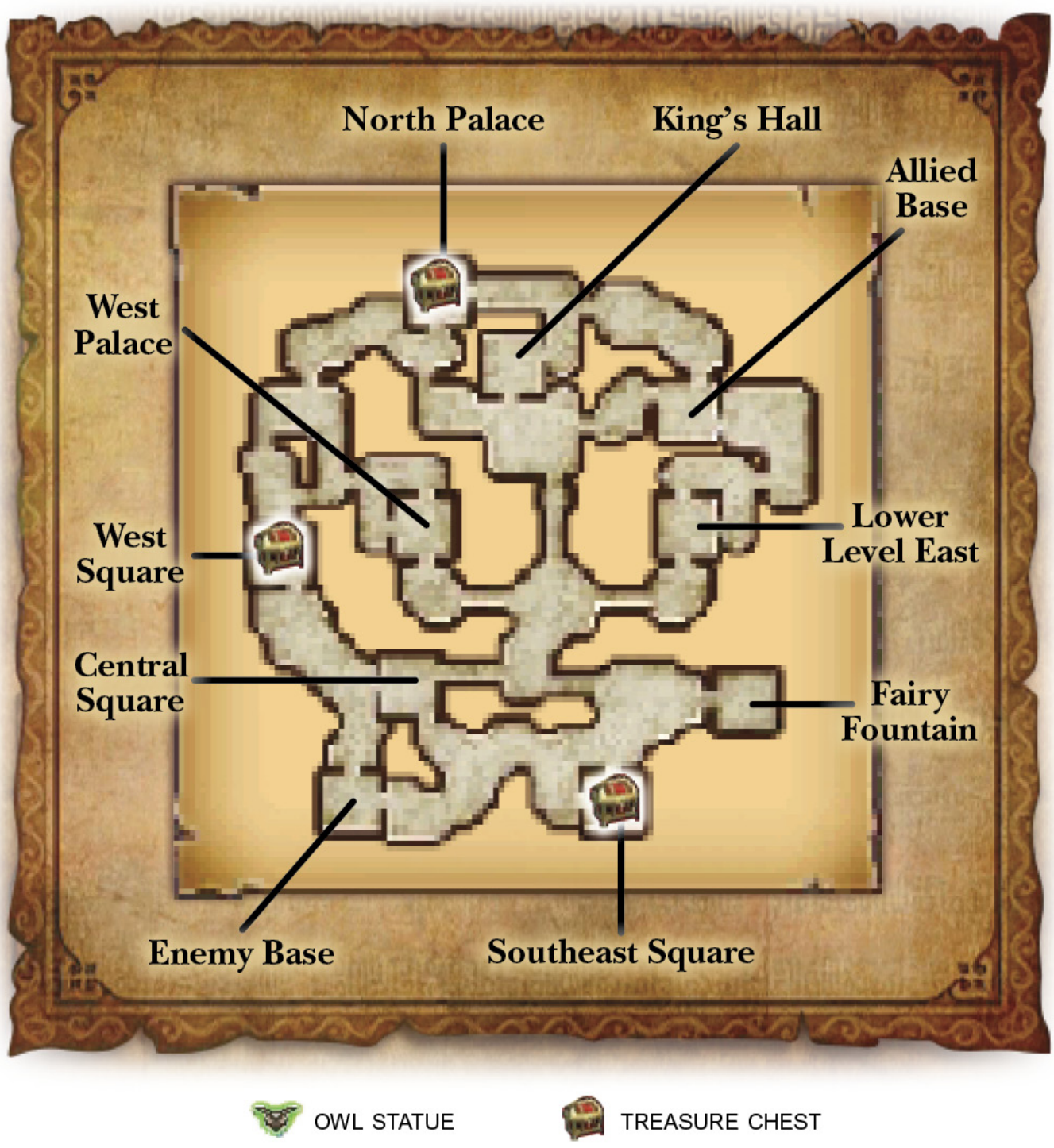
DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE DRAGON OF THE VALLEY!

Unlockables
Goron Mask
Young Link – Heart Container (A-Rank)
Link – Piece of Heart (Treasure)
1,000 KO Skulltula
Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Zant	Zelda flees or the Allied Base falls

DEFEAT ALL ENEMY CAPTAINS

Super-powered enemy Captains appear right next to the Enemy Base Keep and begin marching toward the Allied Base Keep. To lower their strength, you need to defeat the Magic-Stash Troops littered around the battlefield. To find them, use the Battlefield Info screen and immediately take all of them out. You have time to hunt them all down before the enemy Captains reach the Allied Base Keep, but only if you're quick. Once you've started defeating the Magic-Stash Troops, the enemy Captains stop heading toward the Allied Base and begin hunting for you. Take them all out to complete this mission.

DEFEAT THE ENEMY COMMANDER

You can find Zant in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the North Palace Keep first, however.

ARGOROK

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

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Hyrule Warriors Legends

Termina Map
A-14

ADVENTURE BATTLE:

DEFEAT THE DISORDERLY FORCES!

Unlockables
Twili Midna – Heart Container (Treasure)
Fairy Clothing: Jewelry (Treasure)
Fairy Food: Weird

Search Item
Bombs: Twili Midna's Mirror of Twilight + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Zant	Agitha flees or the Allied Base falls

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Termina Map
B-1

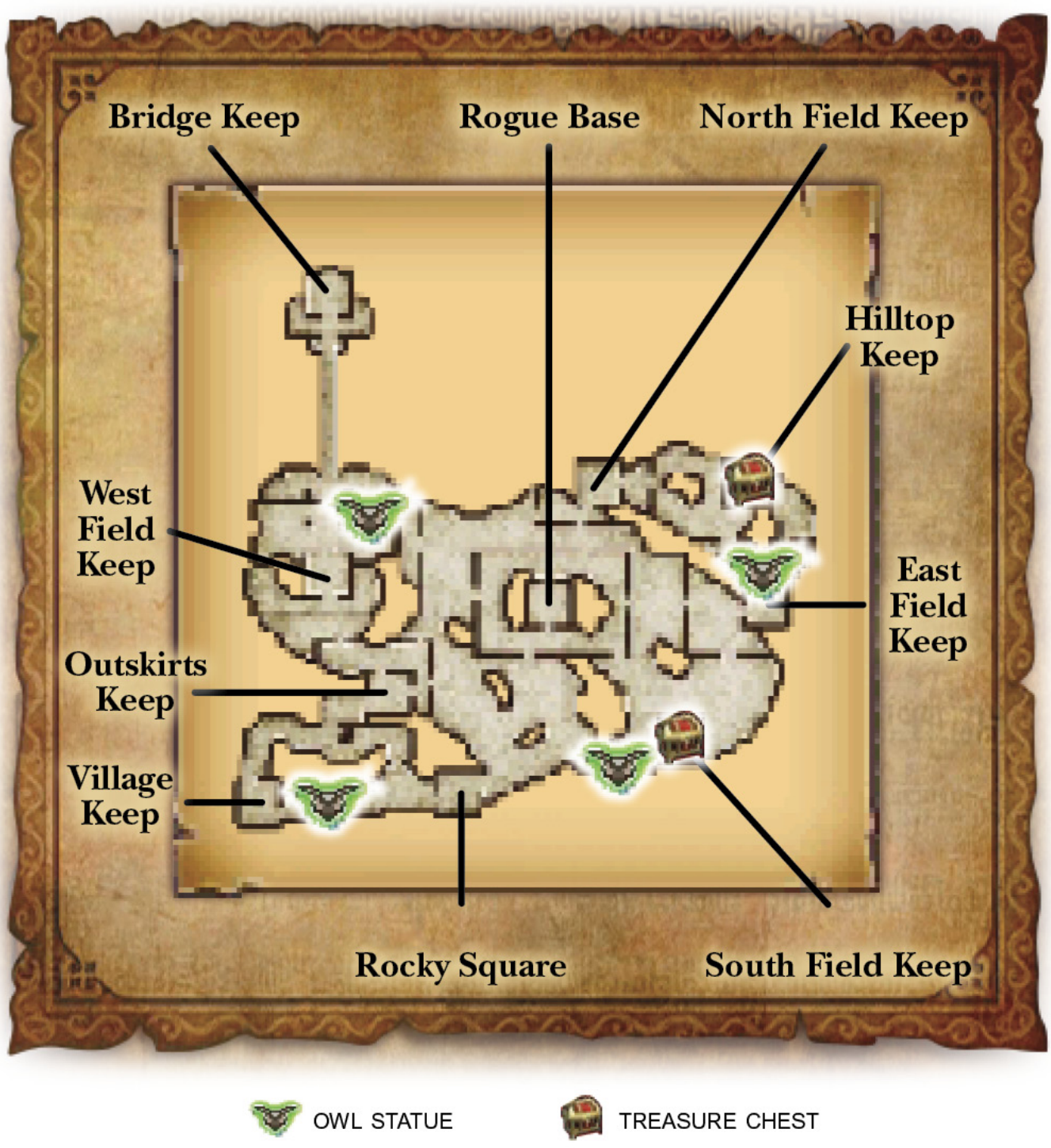
ADVENTURE BATTLE:

GET TO THOSE TROOPS BEFORE THE OTHERS DO!

Unlockables
Ganondorf – Heart Container (Treasure)
Fairy Clothing: Make-Up (Treasure)

Search Item
Ice Arrow: Ganondorf's Trident of Demise + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Sheik	Wizzro flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Termina Map
B-2

This is the final stage of the Termina Map, and will stop the moon from falling permanently.

DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE DEMON KING OF THE MOON!
Unlockables
Link – Heart Container (Treasure)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	**Defeat Conditions**
Defeat Cia	Lana flees or the Allied Base falls

DEFEAT ALL ENEMY CAPTAINS

Super-powered enemy Captains appear right next to the Enemy Base Keep and begin marching toward the Allied Base Keep. To lower their strength, defeat the Magic-Stash Troops littered around the battlefield. To find them, use the Battlefield Info screen and immediately take all of them out. You have time to hunt them all down before the enemy Captains reach the Allied Base Keep, but only if you're quick. Once you've started defeating the Magic-Stash Troops, the enemy Captains stop heading toward the Allied Base and begin hunting for you. Take them all out to complete this mission.

DEFEAT THE ENEMY COMMANDER

You can find Cia in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Mountain Keep first, however.

GANON

Pay close attention to Ganon's attacks: He emulates every Giant Boss except for The Imprisoned, and you must hit him with item that the Giant Boss he's emulating is weak to. As a refresher, if he holds out his right hand and begins charging a fireball, race in and throw Bombs at his hand. If he lifts his left hand and begins charging a blue energy ball, dodge out of the way of the attack and shoot his hand with the Bow. If his shoulder spikes open up and begin firing small spikes, hit them with the Boomerang as soon as they are finished firing. If he flies into the air, pull him down with the Hookshot.

Once you've destroyed each of his parts, he begins performing attacks that make the gem on his head glow. When you see it glow, shoot him with your Bow to make him reveal his Weak Point Mark. Perform a handful of Smashes to defeat him.

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Termina Map
B-3

WIN THE KO COMPETITION!

Unlockables
Inverted Song of Time
Deku Stick

Search Item
Ice Arrow: Lana's Costume – Skull Kid's Clothes

A-Rank
KOs – 1,200 enemies or more
DAMAGE – 4,000 damage or less

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Termina Map
B-6

WIN THE RUPEE COMPETITION!

Unlockables
Zora Mask

Search Item
Ice Arrow: Skull Kid's Majora's Ocarina + (A-Rank)

A-Rank
DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Termina Map
B-7

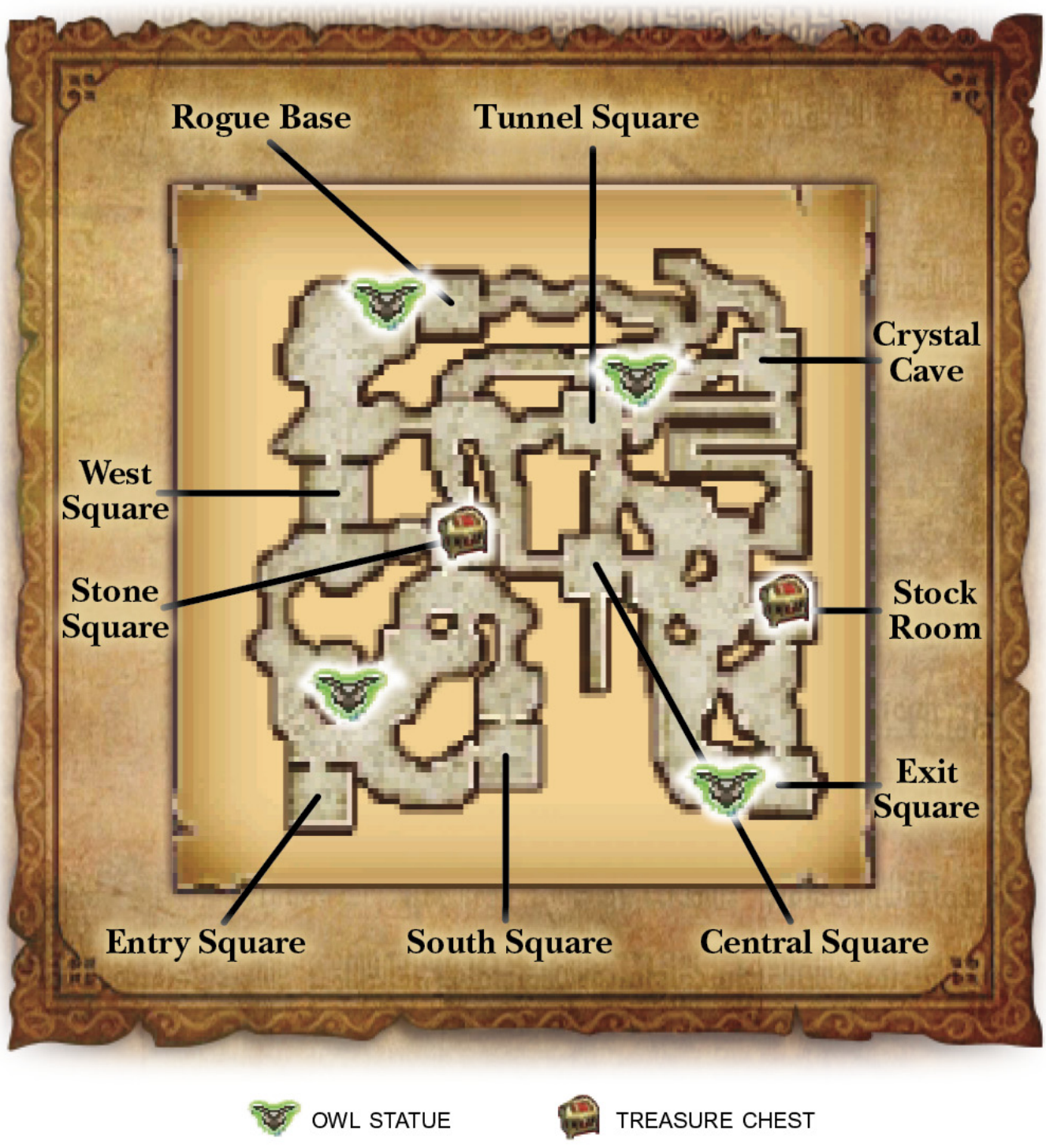
ADVENTURE BATTLE:

GET TO THOSE TROOPS BEFORE THE OTHERS DO!

Unlockables
Fairy Clothing: Headwear (Treasure)
Fairy Food: Plant

Search Item
Ice Arrow: Link's Great Sky Fairy + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Cia	Agitha flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Termina Map
B-8

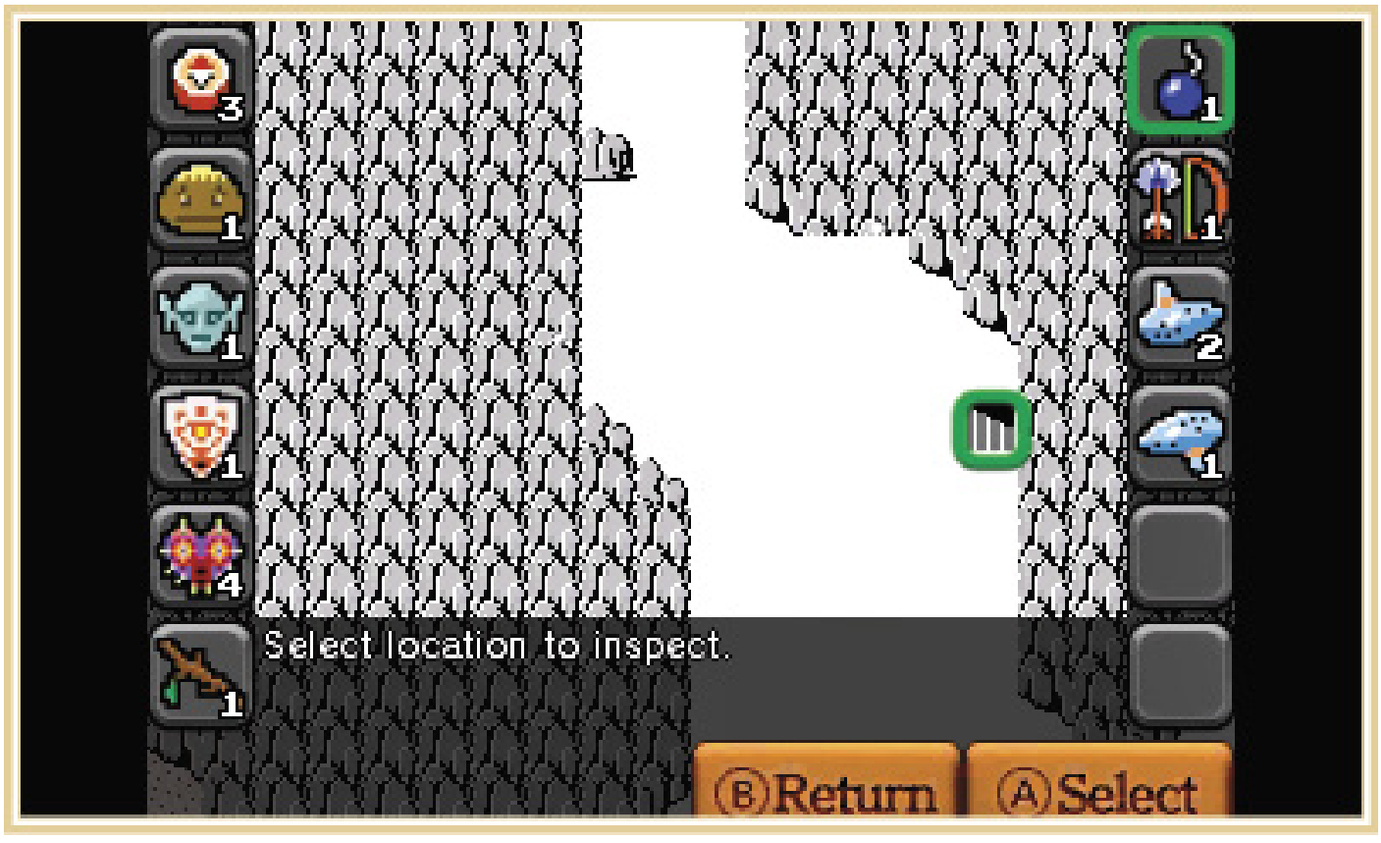
WIN THE KO COMPETITION!

Unlockables

Deku Mask

Search Item

Bombs: Zant's Costume – Troupe Leader Mask



A-Rank

KOs – 1,200 enemies or more

DAMAGE – 4,000 damage or less

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Termina Map
B-9

WIN THE RUPEE COMPETITION!

Unlockables
Mask of Truth
Bomb
Lana – Heart Container (A-Rank)

Search Item
None

A-Rank
DAMAGE – 4,000 damage or less

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Termina Map
B-10

FIGHT THROUGH THE MASK QUIZ!

LIMITED WARRIORS: DARUNIA AND WIZZRO
Unlockables
Compass

Search Item
Bombs: Darunia's Costume – Goron's Mask

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT THE ONE WHO WIELDS A WILD POWER

Defeat Zelda.

DEFEAT THE CONDUCTOR

Defeat Agitha.

DEFEAT THE ONE WIELDING A WOODEN SHIELD

Defeat Midna.

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Hyrule Warriors Legends

Termina Map
B-11

MISSING ENEMIES

You must use a Goron Mask Item Card on the switch in the Search Screen to make the enemies appear in this Scenario.

There's an owl statue on this square. Beating this scenario awakens the statue, which permanently opens up all adjacent stages, even if the moon falls.

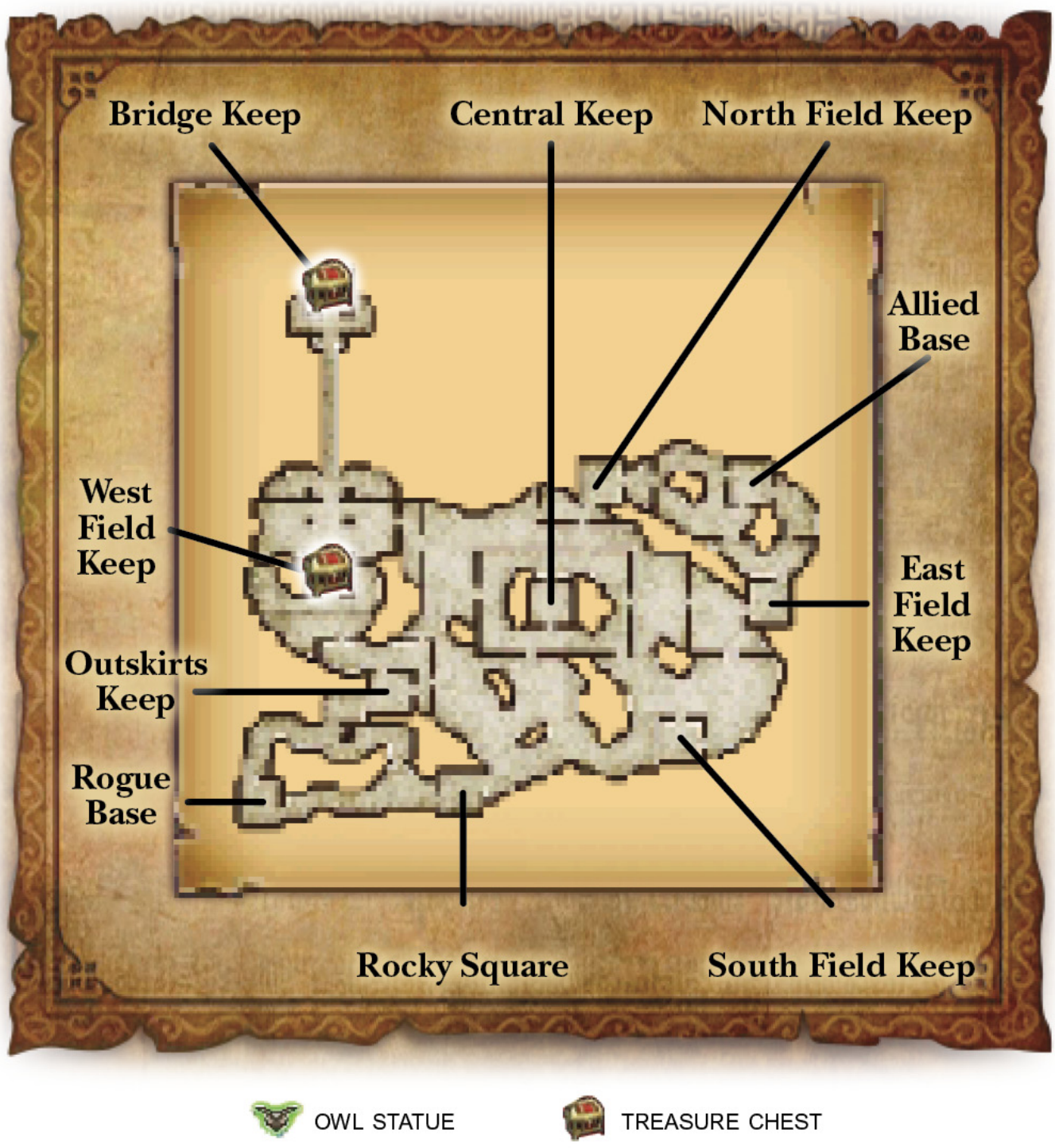
ADVENTURE BATTLE:

WIN THE KEEP-CAPTURING COMPETITION!

Unlockables
1,000 KO Skulltula
Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions
Defeat Agitha

Defeat Conditions
Lana flees, the mission fails, or the Allied Base falls

CONTROL SIX KEEPS BEFORE ROGUE FORCES DO

Race against the enemy to capture and hold a total of six Keeps to complete this mission. You must contend with Keep Saboteurs and Keep Reclaimers, both of which excel at capturing Keeps swiftly, while trying to capture Keeps of your own. Don't let the Keep Saboteurs and Reclaimers have their way with your Keeps or they take them back in no time at all. If the enemy team is nearing their Keep goal, race over to their Keeps and make it a priority to steal them out from under them. Once you hold six Keeps, the gates to the Enemy Base Keep will be open to you.

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Hyrule Warriors Legends

Termina Map
B-12

ADVENTURE BATTLE:

DON'T IGNORE THE MESSENGER!

Unlockables
Wizzro – Heart Container (Treasure)
Fairy Clothing: Headwear (Treasure)
Fairy Food: Plant

Search Item
Bombs: Wizzro's Costume – Captain's Hat

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	

Victory Conditions
Defeat Skull Kid

Defeat Conditions
Ghirahim flees, the mission fails, or the Allied Base falls

CONTROL SIX KEEPS BEFORE ROGUE FORCES DO

Race against the enemy to capture and hold a total of six Keeps to complete this mission. You must contend with Keep Saboteurs and Keep Reclaimers, both of which excel at capturing Keeps swiftly, while trying to capture Keeps of your own. Don't let the Keep Saboteurs and Reclaimers have their way with your Keeps or they take them back in no time at all. If the enemy team is nearing their Keep goal, race over to their Keeps and make it a priority to steal them out from under them. Once you hold six Keeps, the gates to the Enemy Base Keep will be open to you.

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Termina Map

B-13

MISSING ENEMIES

You must use a Goron Mask Item Card on the switch in the Search Screen to make the enemies appear in this Scenario.

DEFEAT ALL ENEMIES!

Unlockables
Inverted Song of Time
Compass

Search Item
Ice Arrow: Midna's Costume – Ordon Shield

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

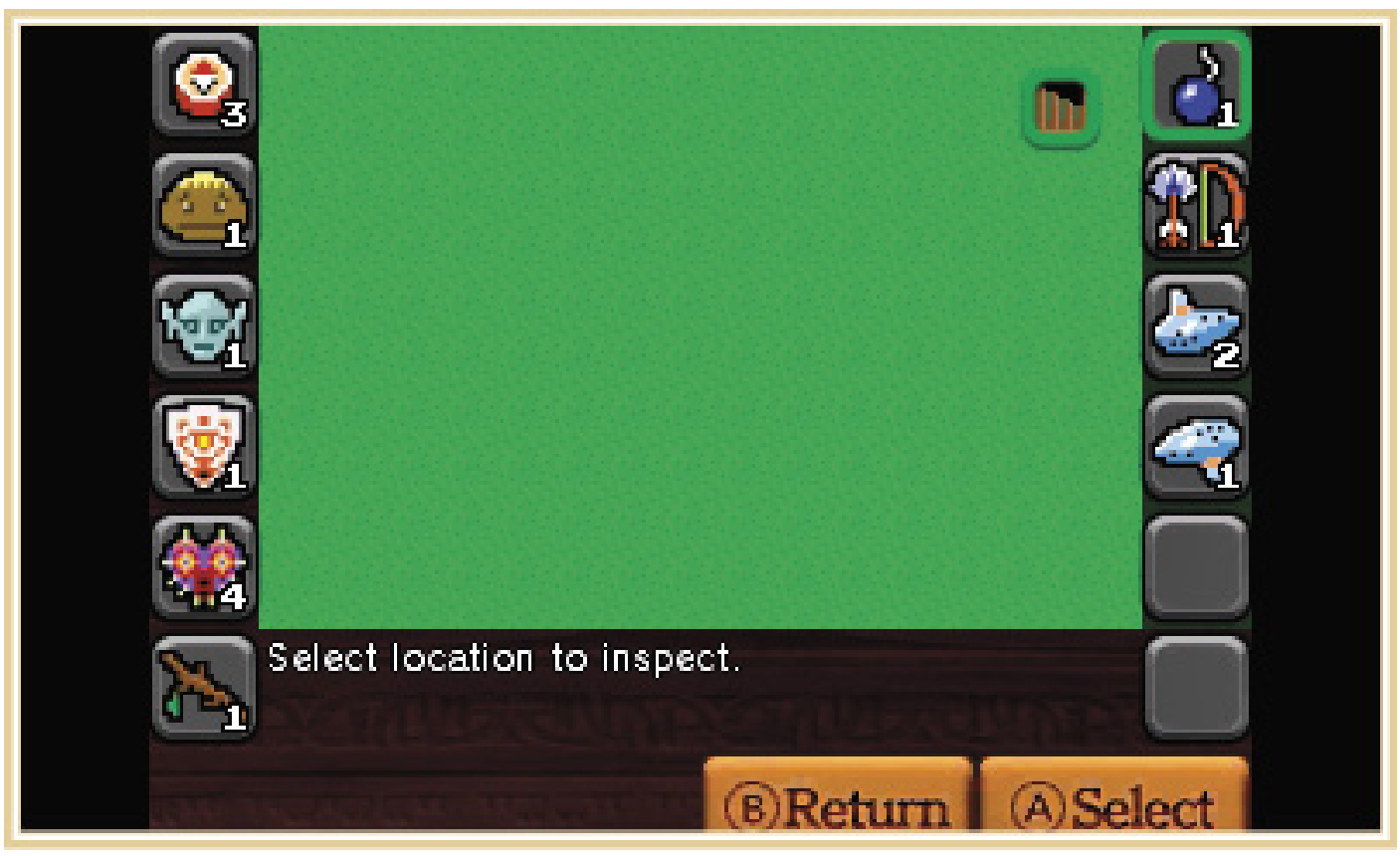
Termina Map
C-1

ADVENTURE BATTLE:

WIN THE KEEP-CAPTURING COMPETITION!

Unlockables
Sheik – Heart Container (Treasure)
1,000 KO Skulltula
Second Gold Skulltula

Search Item
Bombs: Zelda's Costume – Bunny Hood



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	

Victory Conditions
Defeat Cia

Defeat Conditions
Volga flees, the mission fails, or the Allied Base falls

CONTROL SIX KEEPS BEFORE ROGUE FORCES DO

Race against the enemy to capture and hold a total of six Keeps to complete this mission. You must contend with Keep Saboteurs and Keep Reclaimers, both of which excel at capturing Keeps swiftly, while trying to capture Keeps of your own. Don't let the Keep Saboteurs and Reclaimers have their way with your Keeps or they take them back in no time at all. If the enemy team is nearing their Keep goal, race over to their Keeps and make it a priority to steal them out from under them. Once you hold six Keeps, the gates to the Enemy Base Keep will be open to you.

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Termina Map
C-2

WIN THE RUPEE COMPETITION!

Unlockables
Majora's Mask
Goron Mask

Search Item
Ice Arrow: Link's Costume – Fierce Deity Link

A-Rank
DAMAGE – 4,000 damage or less

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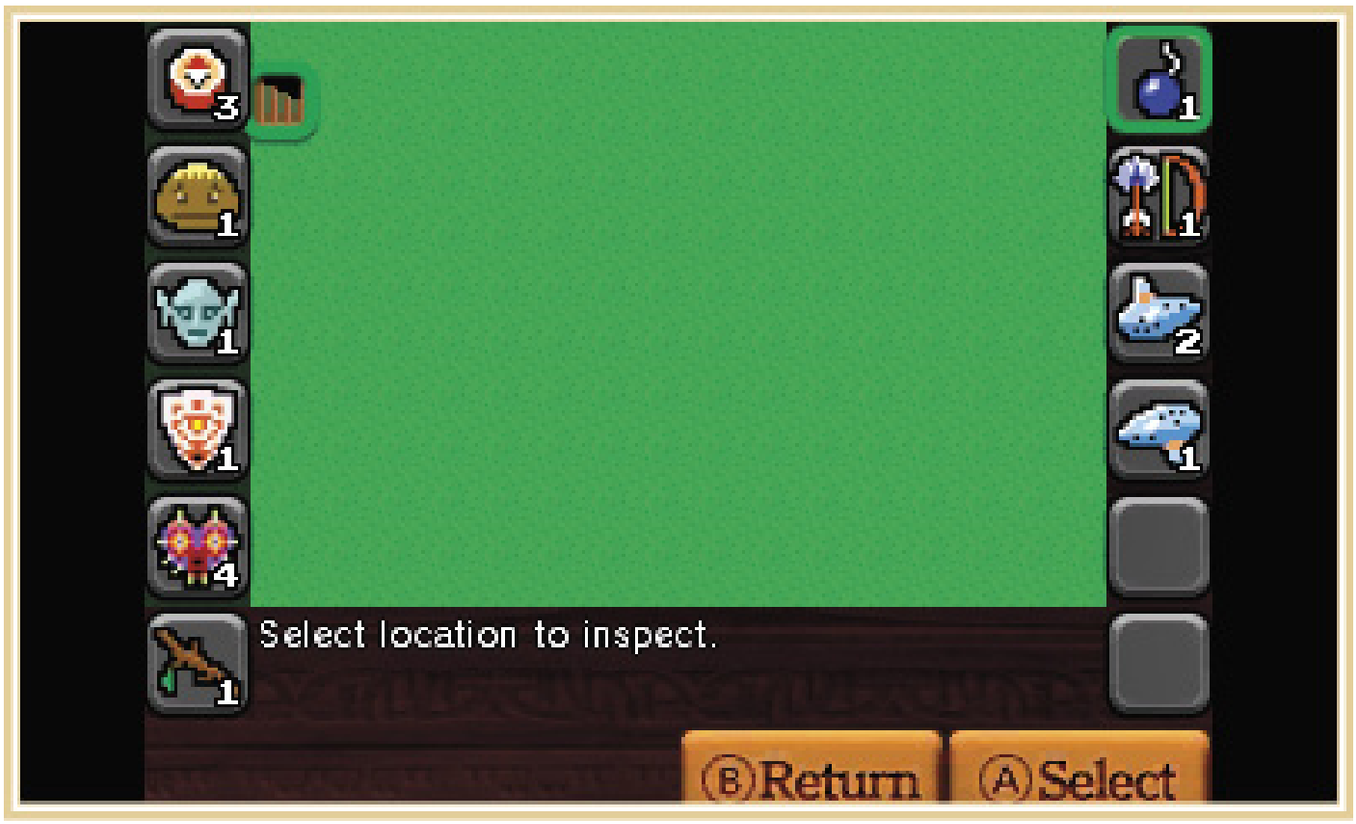
HYRULE WARRIORS LEGENDS

Termina Map
C-3

DEFEAT 1,000 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables
Song of Time
Deku Stick

Search Item
Bombs: Ganondorf's Costume – Odolwa's Remains



A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Termina Map
C-6

DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE BEAST OF THE BAY!

Unlockables
Zora Mask
Fairy Food: Plant

Search Item
Bombs: Fi's True Goddess Blade + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Cia	Ghirahim flees or the Allied Base falls

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in the Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leaders eventually stop converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leaders, just capture the marked Keeps. When you capture the right Keeps, a Turncoat Leader appears inside of it. Defeat all of them to complete the mission.

DEFEAT THE ENEMY COMMANDER

You can find Cia in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the East Keep first, however.

DEFEAT KING DODONGO TO WIN

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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HYRULE WARRIORS LEGENDS

Termina Map
C-7

ADVENTURE BATTLE:

BEWARE THE GHOST'S BLADE!

Unlockables

Impa – Heart Container (Treasure)

Search Item

Bombs: Impa's Sheikah Naginata + (A-Rank)

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	

Victory Conditions

Defeat Young Link

Defeat Conditions

Zelda flees, the mission fails, or the Allied Base falls

CONTROL SIX KEEPS BEFORE ROGUE FORCES DO

Race against the enemy to capture and hold a total of six Keeps to complete this mission. You must contend with Keep Saboteurs and Keep Reclaimers, both of which excel at capturing Keeps swiftly, while trying to capture Keeps of your own. Don't let the Keep Saboteurs and Reclaimers have their way with your Keeps or they take them back in no time at all. If the enemy team is nearing their Keep goal, race over to their Keeps and make it a priority to steal them out from under them. Once you hold six Keeps, the gates to the Enemy Base Keep will be open to you.

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Termina Map
C-8

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Goron Mask
Tetra – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 20 ENEMY CAPTAINS!

All of the enemy Captains for this Scenario are Shield Moblins. They have only one ranged attack (when they throw their spear), so defeating them is just a matter of bringing a Bow to a sword fight. Using Link and his Master Sword is very helpful for this battle. Using Link's Regular-Regular-Combo attack with the Master Sword shoots out three beams that damage and knock foes back, making cleaning out entire groups of enemies effortless.

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Hyrule Warriors Legends

Termina Map
C-9

MISSING ENEMIES

You must use a Goron Mask Item Card on the switch in the Search Screen to make the enemies appear in this Scenario.

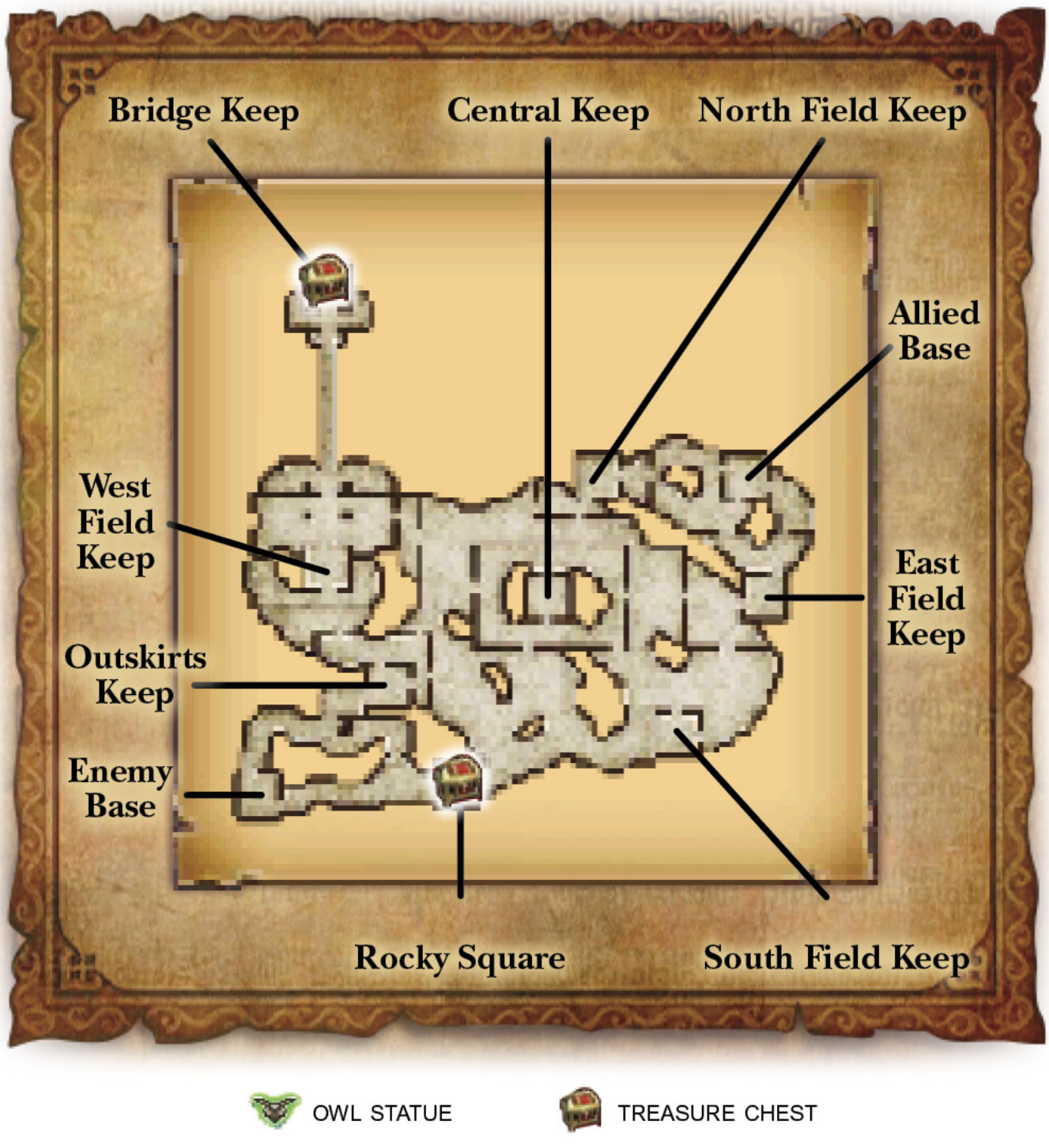
ADVENTURE BATTLE:

ENJOY THIS HOUSE OF HORRORS!

Unlockables
Midna – Heart Container (A-Rank)
Fairy
Fairy Food: Plant

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Cia	Lana flees or the Allied Base falls

DEFEAT ALL ENEMY CAPTAINS

Super-powered enemy Captains appear right next to the Enemy Base Keep and begin marching toward the Allied Base Keep. To lower their strength, you need to defeat the Magic-Stash Troops littered around the battlefield. To find them, use the Battlefield Info screen and immediately take all of them out. You'll have time to hunt them all down before the enemy Captains reach the Allied Base Keep, but only if you're quick. Once you've started defeating the Magic-Stash Troops, the enemy Captains will stop heading toward the Allied Base and begin hunting for you. Take them all out to complete this mission.

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Termina Map
C-10

WIN THE KO COMPETITION!

Unlockables
Ice Arrow
Agitha – Heart Container (A-Rank)

Search Item
None

A-Rank
KOs – 1,200 enemies or more
DAMAGE – 4,000 damage or less

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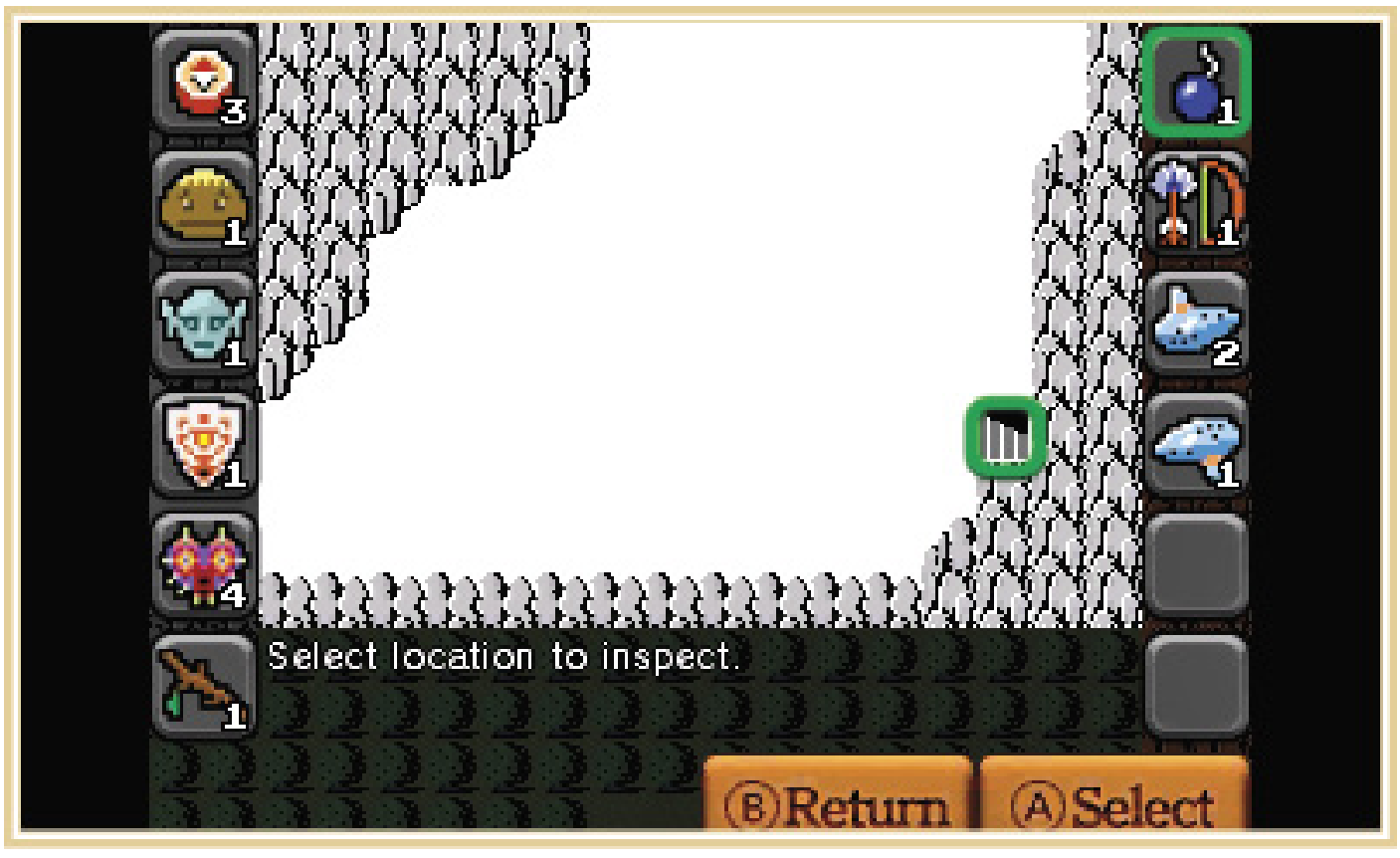
Hyrule Warriors Legends

Termina Map
C-11

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables
Mask of Truth
Compass

Search Item
Bombs: Agitha's Costume – Don Gero's Mask



A-Rank
TIME – 7 minutes or less
DAMAGE – 10,000 damage or less

KING DODONGO

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

ARGOROK

Stay to the side or behind Argorok to avoid most of its attacks. Use your Hookshot on it every time its tail glows blue to pull it out of the air and reveal its Weak Point Mark. Perform some Weak Point Smashes to bring Argorok down for good.

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Termina Map
C-12

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Inverted Song of Time
Compass
Tingle – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 30 ENEMY CAPTAINS

All the Captains in this fight are Gibdos. They move slowly and have limited ranged attacks, so they shouldn't cause you too many problems. Just keep your eyes on them at all times to avoid getting hit by the few ranged attacks they do have.

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Hyrule Warriors Legends

Termina Map
C-13

MISSING ENEMIES

You must use a Deku Stick Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

There's an owl statue on this square. Beating this scenario awakens the statue, which permanently opens up all adjacent stages, even if the moon falls.

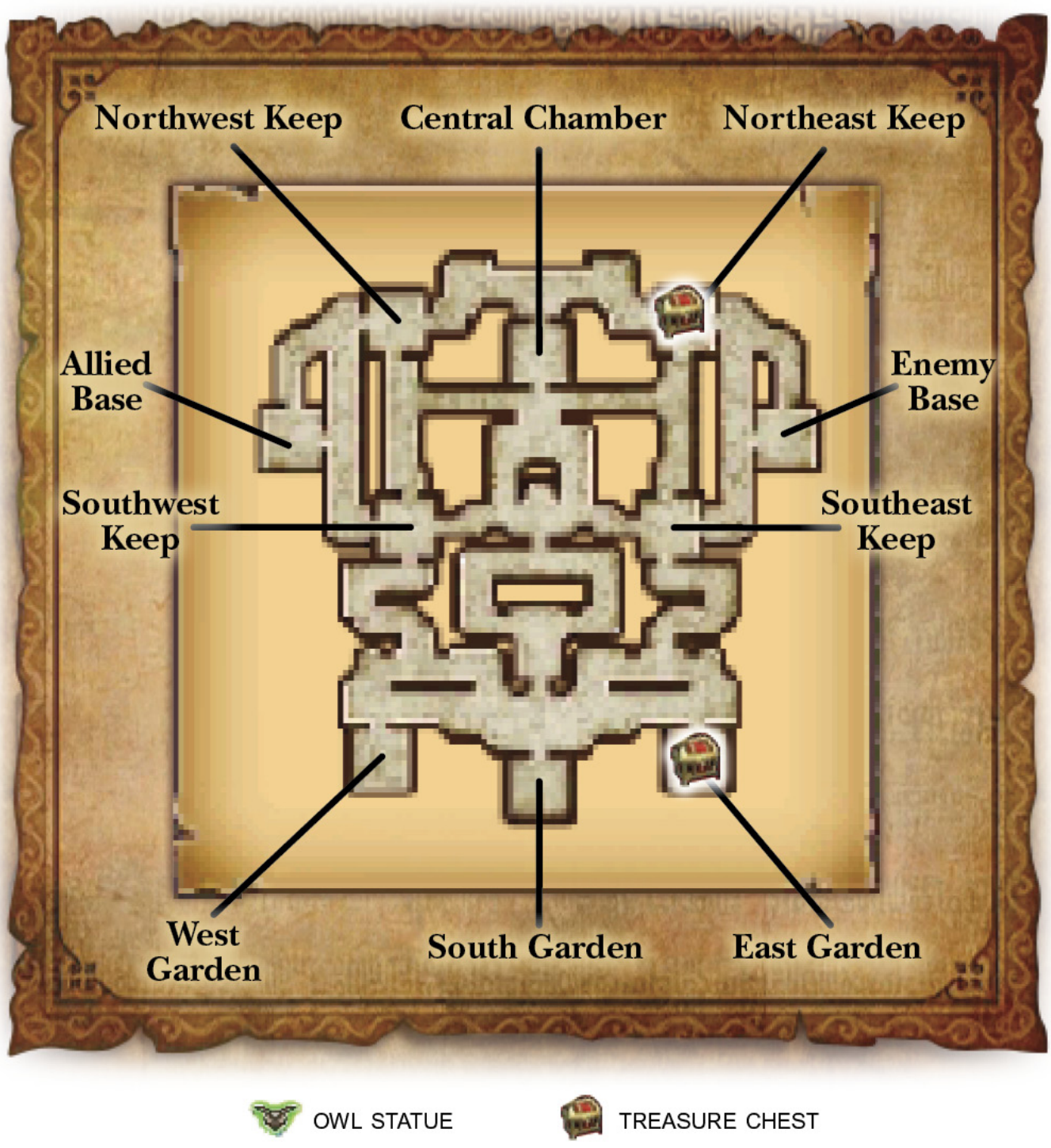
ADVENTURE BATTLE:

FIGHT AS A WARRIOR OF WATER!

Unlockables
1,000 KO Skulltula
Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Zelda	Fi flees or the Allied Base falls

DEFEAT ALL ENEMY CAPTAINS

Super-powered enemy Captains appear right next to the Enemy Base Keep and begin marching toward the Allied Base Keep. To lower their strength, defeat the Magic-Stash Troops littered around the battlefield. To find them, use the Battlefield Info screen and immediately take all of them out. You have time to hunt them all down before the enemy Captains reach the Allied Base Keep, but only if you're quick. Once you've started defeating the Magic-Stash Troops, the enemy Captains stop heading toward the Allied Base and begin hunting for you. Take them all out to complete this mission.

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Termina Map
C-14

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables
Inverted Song of Time
Compass

Search Item
Bombs: Volga's Costume – Giant's Mask

A-Rank
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

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HYRULE WARRIORS LEGENDS

Termina Map
C-15

ADVENTURE BATTLE:

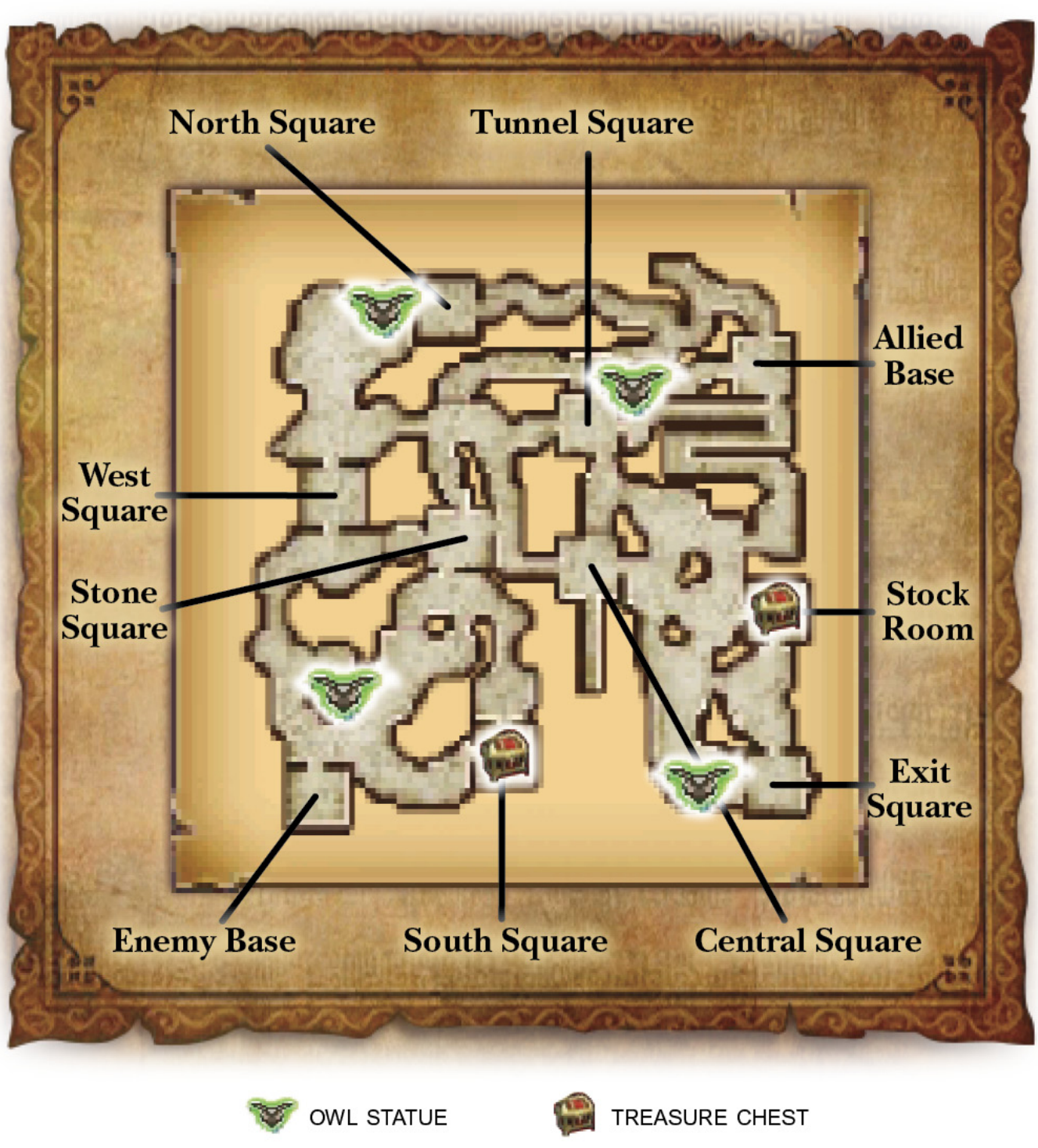
LURKING TREACHERY, LURKING SHADOWS!

LIMITED WARRIOR: WIZZRO

Unlockables
Fairy Clothing: Top (Treasure)
Fairy Food: Weird

Search Item
Ice Arrow: Wizzro's Magical Ring + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Fi	Darunia flees or the Allied Base falls

DEFEAT THE TURNCOAT LEADERS

Defeat the Turncoat Leaders hiding out in one of the Keeps marked on your map to progress the mission. Focus on taking out the Turncoat Soldiers that appear on your map first. The Turncoat Leader eventually stops converting your troops and the Turncoat Soldiers each have a small squad of morale-boosted troops with them. If left unchecked, they can devastate your forces in no time at all. To find the Turncoat Leader, just capture the marked Keeps. When you capture the right Keep, the Turncoat Leader appears inside of it. Defeat him to complete the mission.

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Hyrule Warriors Legends

Termina Map
D-5

MISSING ENEMIES

You must use a Goron Mask Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

ADVENTURE BATTLE:

WIN THE KEEP-CAPTURING COMPETITION!

Unlockables
Toon Link – Heart Container (A-Rank)
Fairy
Fairy Food: Drink

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	

Victory Conditions
Defeat Cia

Defeat Conditions
Wizzro flees, the mission fails, or the Allied Base falls

CONTROL SIX KEEPS BEFORE ROGUE FORCES DO

Race against the enemy to capture and hold a total of six Keeps to complete this mission. You must contend with Keep Saboteurs and Keep Reclaimers, both of which excel at capturing Keeps swiftly, while trying to capture Keeps of your own. Don't let the Keep Saboteurs and Reclaimers have their way with your Keeps or they take them back in no time at all. If the enemy team is nearing their Keep goal, race over to their Keeps and make it a priority to steal them out from under them. Once you hold six Keeps, the gates to the Enemy Base Keep will be open to you.

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Termina Map

D-6

MISSING ENEMIES

You must use a Goron Mask Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables
Majora's Mask
Compass

Search Item
Ice Arrow: Ganondorf's Costume – Era of the Hero of Time Armor

A-Rank
TIME – 15 minutes or less
DAMAGE – 10,000 damage or less

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HYRULE WARRIORS LEGENDS

Termina Map
D-7

MISSING ENEMIES

You must use a Zora Mask Item Card on the whirlpool in the Search Screen to make the enemies appear in this Scenario.

There's an owl statue on this square. Beating this scenario awakens the statue, which permanently opens up all adjacent stages, even if the moon falls.

WIN THE KO COMPETITION!

Unlockables
None

Search Item
None

A-Rank
KOs – 1,200 enemies or more
DAMAGE – 4,000 damage or less

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Termina Map
D-8

DEFEAT 700 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables

Majora's Mask

Ice Arrow

Impa – Heart Container (A-Rank)

Search Item

None

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Termina Map
D-9

WIN THE RUPEE COMPETITION!

Unlockables

Compass

Linkle – Heart Container (A-Rank)

Search Item

None

A-Rank

DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Termina Map
D-10

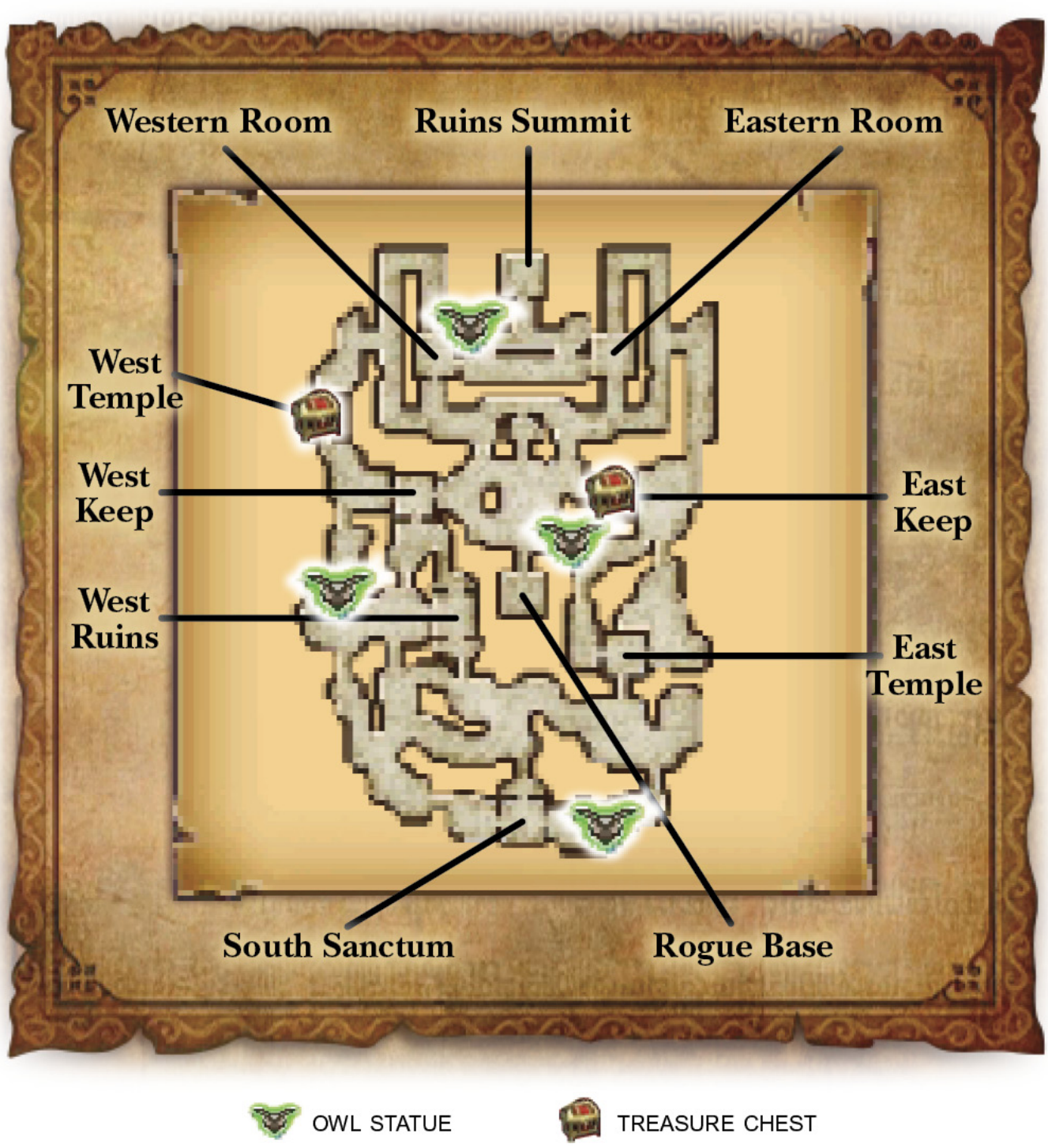
ADVENTURE BATTLE:

GET TO THOSE TROOPS BEFORE THE OTHERS DO!

Unlockables
Bombs
Tingle – Heart Container (A-Rank)
Fairy Clothing: Top (Treasure)
Fairy Food: Drink

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Sheik	Lana flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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Termina Map
D-11

WIN THE KO COMPETITION!

Unlockables
Compass
Sheik – Heart Container (A-Rank)

Search Item
None

A-Rank
KOs – 1,200 enemies or more
DAMAGE – 4,000 damage or less

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Termina Map
D-12

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables

Majora's Mask

Compass

Skull Kid – Heart Container (A-Rank)

Search Item

None

A-Rank

TIME – 15 minutes or less

DAMAGE – 10,000 damage or less

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Hyrule Warriors Legends

Termina Map
D-13

MISSING ENEMIES

You must use a Zora Mask Item Card on the whirlpool in the Search Screen to make the enemies appear in this Scenario.

WIN THE KO COMPETITION!

Unlockables
Goron Mask
Lana – Heart Container (A-Rank)

Search Item
None

A-Rank
KOs – 1,200 enemies or more
DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

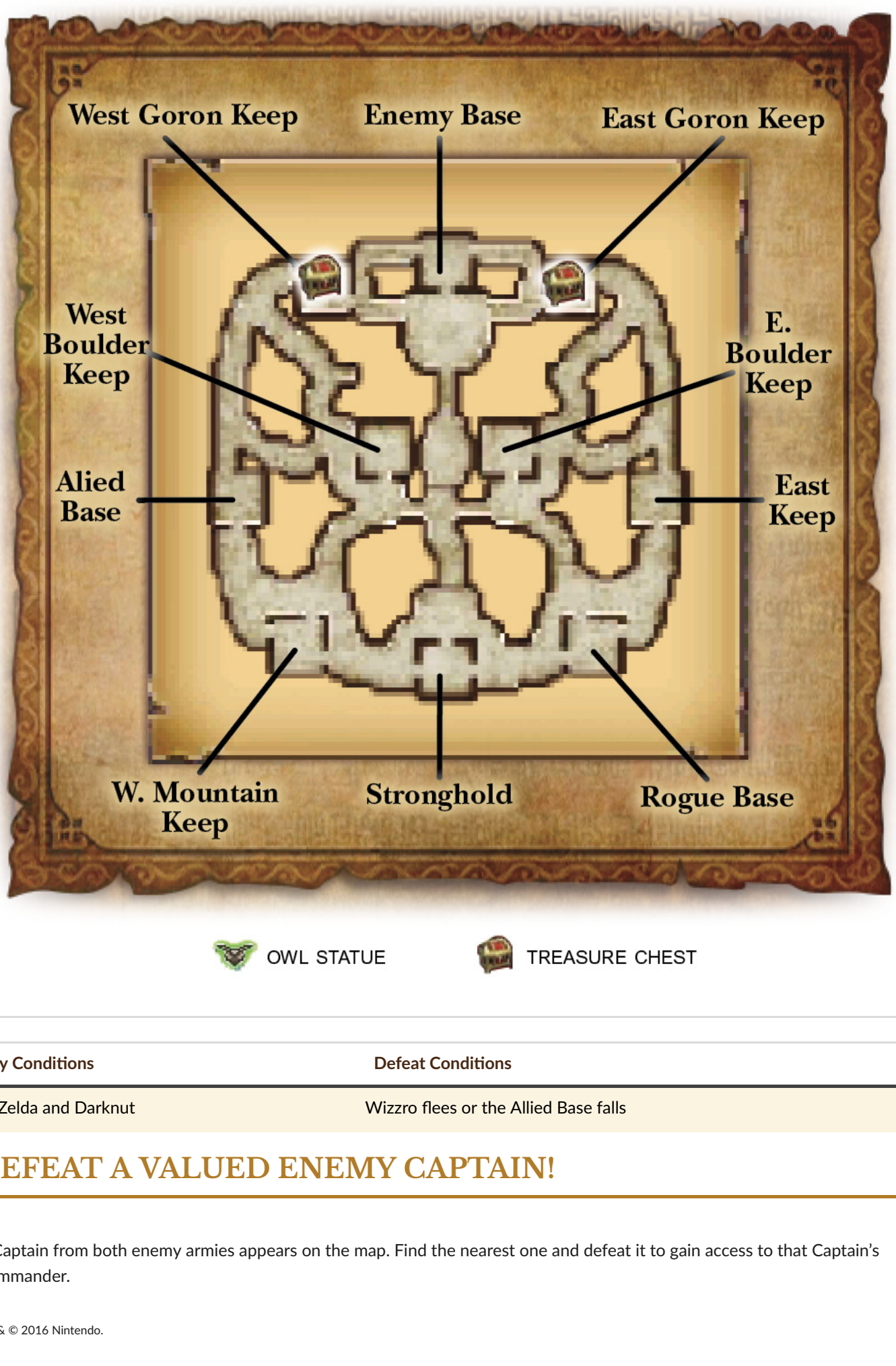
Termina Map
D-14

ADVENTURE BATTLE: SWORD-FIGHTING PRACTICE!

Unlockables
Volga – Heart Container (Treasure)
Fairy Clothing: Top (Treasure)

Search Item
Ice Arrow: Volga's Flesh-Render Fang + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Zelda and Darknut	Wizzro flees or the Allied Base falls

DEFEAT A VALUED ENEMY CAPTAIN!

A Captain from both enemy armies appears on the map. Find the nearest one and defeat it to gain access to that Captain's Commander.

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Termina Map
D-15

MISSING ENEMIES

You must use a Deku Stick Item Card on the torch in the Search Screen to make the enemies appear in this Scenario.

DEFEAT 1,000 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables
Zora Mask
Zelda – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

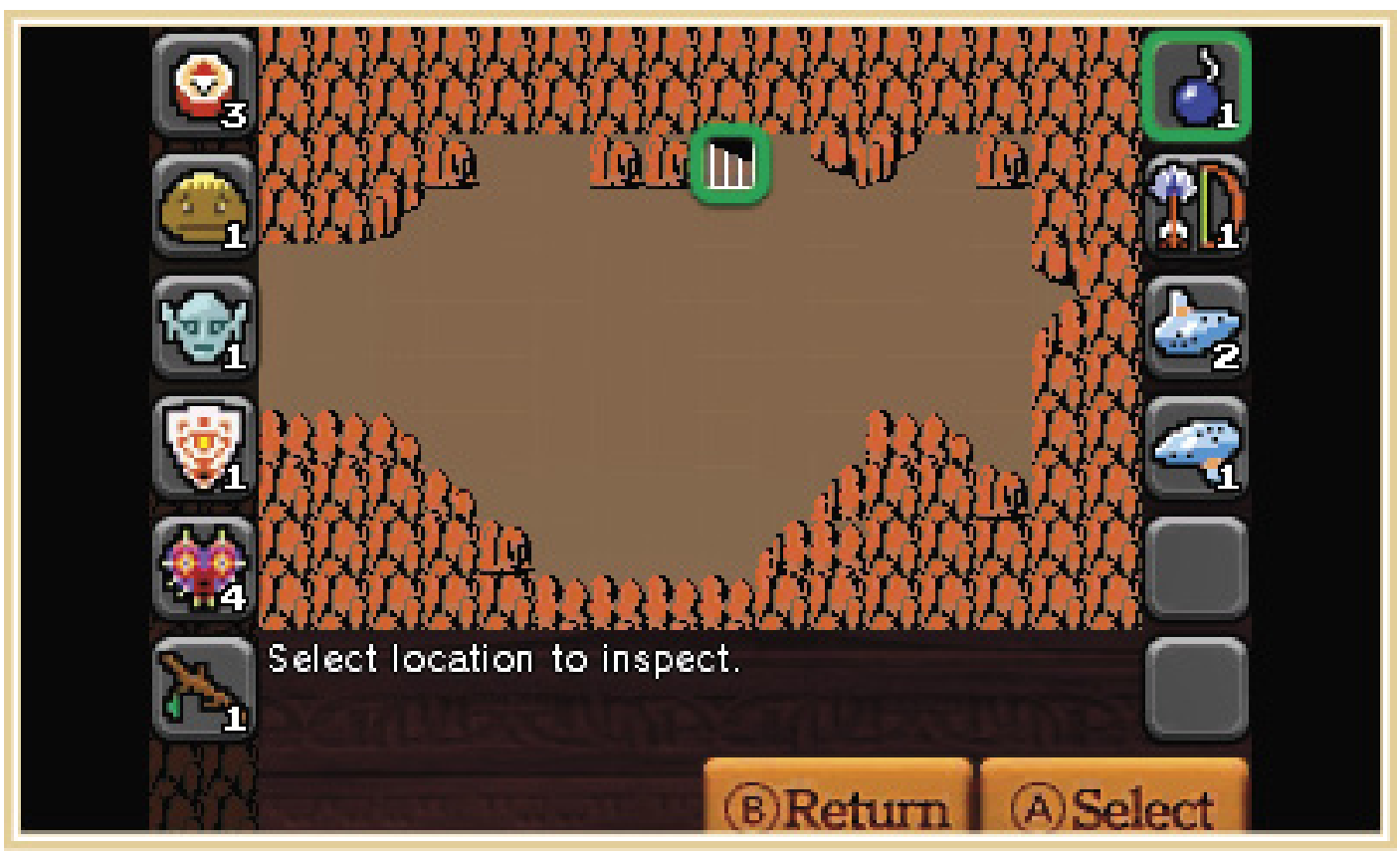
Termina Map
D-16

ADVENTURE BATTLE:

GET TO THOSE TROOPS BEFORE THE OTHERS DO!

Unlockables
Fairy Food: Plant

Search Item
Bombs: Lana's Gate of Souls + (A-Rank)



A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Young Link	Cia flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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Termina Map
E-5

MISSING ENEMIES

You must use a Zora Mask Item Card on the whirlpool in the Search Screen to make the enemies appear in this Scenario.

GUARD THE ALLIED KEEPS WITH YOUR LIFE!

Unlockables	
Mask of Truth	Bomb
Zant – Heart Container (A-Rank)	

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

Defeat six Big Poes to complete this mission. Start by heading northeast. There's a Poe up there that you can take out quickly right at the start of the level. Turn back and head just outside of the Temple Entrance's south entrance. A second Poe will be making its way to the Keep via that entrance. Take it out, then head to the East Keep.

Clear out the Stalchildren inside the East Keep, then head south along the eastern side of the map to the Poes in the south side of the map. Swiftly defeat them, then make your way out into the center of the map.

Messengers appear in the center and on the east side of the map. You can safely ignore the Messenger on the east side, because you just defeated the Poes it was going to run to. Chase down the Messenger in the center of the map, defeat it, then run to the final Poes in the southwest corner of the map. Once you've defeated them ,the mission is over.

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Hyrule Warriors Legends

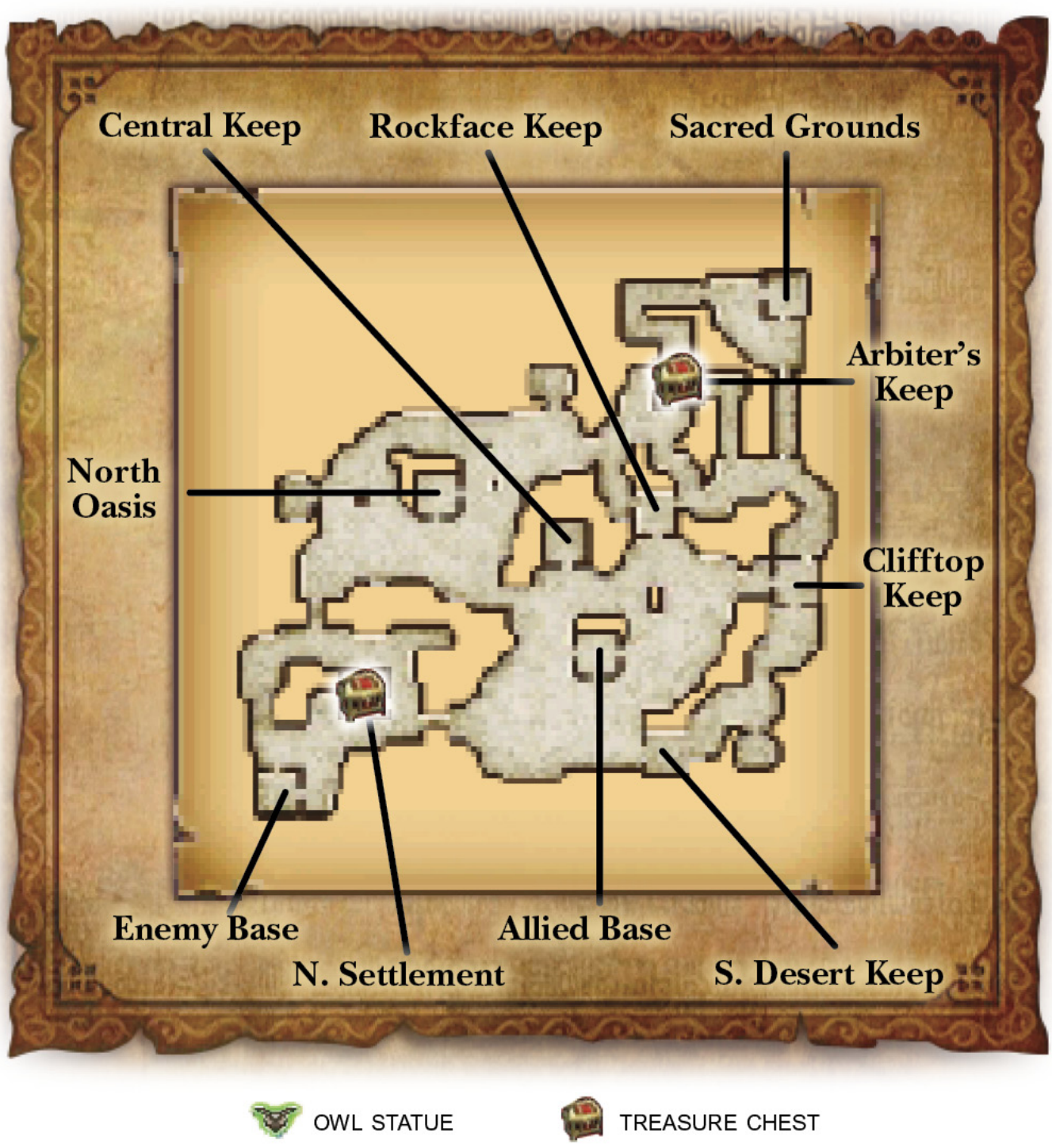
Termina Map
E-6

ADVENTURE BATTLE: HELP THOSE IN NEED!

Unlockables
Ice Arrow
Fi – Heart Container (A-Rank)
Fairy Clothing: Bottoms (Treasure)
Fairy Food: Feast

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Cia	Link flees or the Allied Base falls

CAPTURE ALL BARRIER KEEPS

Capture the Barrier Keeps marked on your map in order to open the gates of the Enemy Base Keep.

DEFEAT FAIRY HUNTERS TO RESCUE FAIRIES

Fairy Hunters appear periodically around the map. Defeating them allows you to pick up a Fairy that helps remove the Barriers in the enemy Keeps. As soon as you see a Hunter appear on the field, waste no time getting to it, as it stays marked on your map temporarily, meaning you can only use the Fairy icon hovering above it on the map to find it again.

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Termina Map
E-7

FIGHT THROUGH THE MASK QUIZ!

Unlockables
Compass

Search Item
Ice Arrow: Fi's Costume – Stone Mask

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT THE ONE THAT CAN TALK TO STONES

Defeat Impa.

DEFEAT THE SKILLED DANCER

Defeat Ghirahim.

DEFEAT THE ONE WHO BEARS THE MARK OF A CAPTAIN

Defeat Wizzro.

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HYRULE WARRIORS LEGENDS

Termina Map
E-8

ADVENTURE BATTLE:

THE CUCCO ARMY RISES ONCE MORE!

Unlockables
Ice Arrow
Ghirahim – Heart Container (A-Rank)
Fairy Clothing: Top (Treasure)
Fairy Food: Plant

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Zelda	Lana flees or the Allied Base falls

DEFEAT ALL ENEMY CAPTAINS

Super-powered enemy Captains appear right next to the Enemy Base Keep and begin marching toward the Allied Base Keep. To lower their strength, you need to defeat the Magic-Stash Troops littered around the battlefield. To find them, use the Battlefield Info screen and immediately take all of them out. You have time to hunt them all down before the enemy Captains reach the Allied Base Keep, but only if you're quick. Once you've started defeating the Magic-Stash Troops, the enemy Captains stop heading toward the Allied Base and begin hunting for you. Take them all out to complete this mission.

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Hyrule Warriors Legends

Termina Map
E-9

ADVENTURE BATTLE:

WIN THE KEEP-CAPTURING COMPETITION!

Unlockables

Bombs

Linkle – Heart Container (A-Rank)

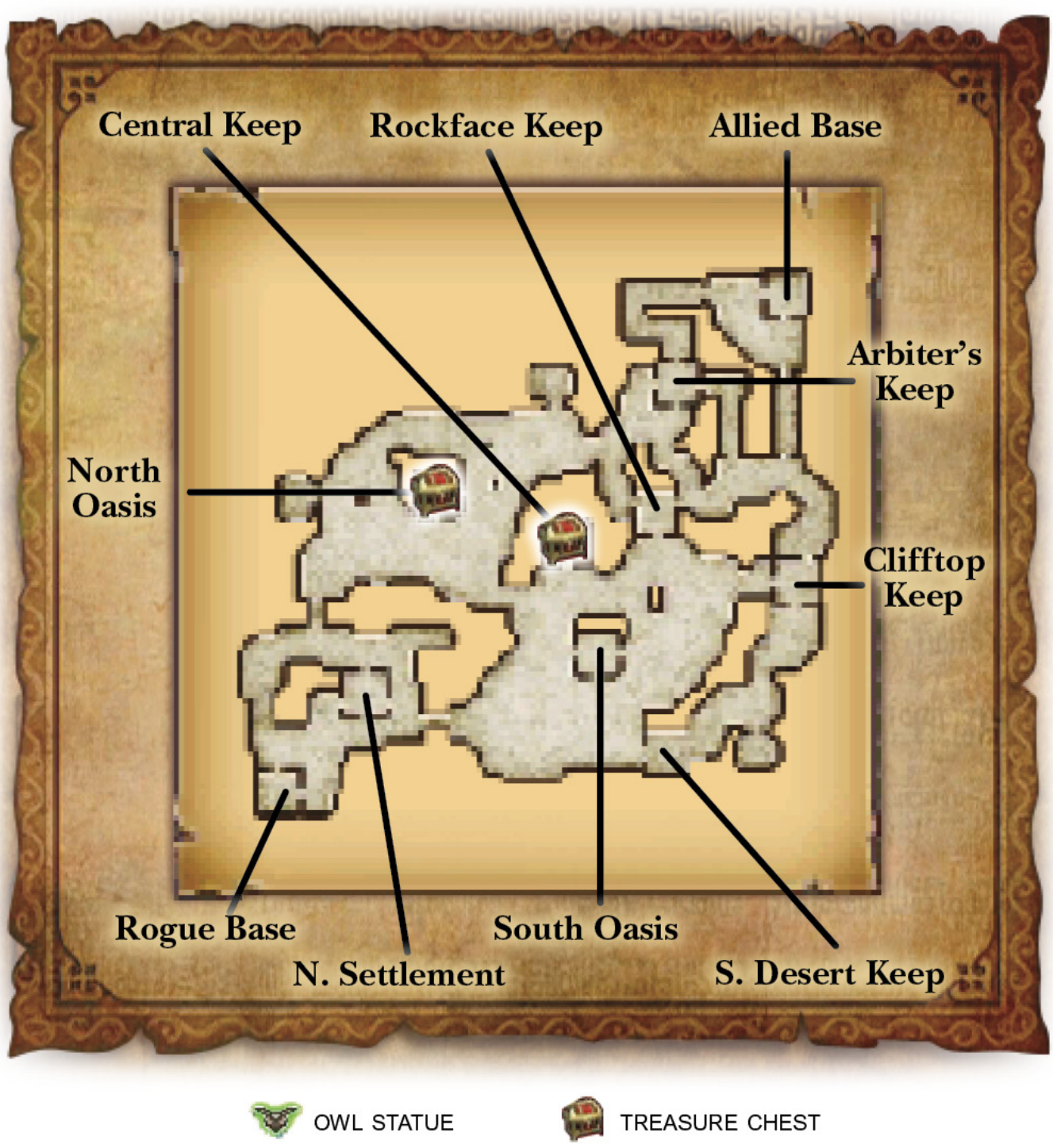
Fairy Clothing: Bottoms (Treasure)

Search Item

None

A-Rank

KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions

Defeat Moblin

Defeat Conditions

Impa flees, the mission fails, or the Allied Base falls

CONTROL SIX KEEPS BEFORE ROGUE FORCES DO

Race against the enemy to capture and hold a total of six Keeps to complete this mission. You must contend with Keep Saboteurs and Keep Reclaimers, both of which excel at capturing Keeps swiftly, while trying to capture Keeps of your own. Don't let the Keep Saboteurs and Reclaimers have their way with your Keeps or they take them back in no time at all. If the enemy team is nearing their Keep goal, race over to their Keeps and make it a priority to steal them out from under them. Once you hold six Keeps, the gates to the Enemy Base Keep will be open to you.

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Termina Map
E-10

DEFEAT 400 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables
Compass
Young Link – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Termina Map
E-11

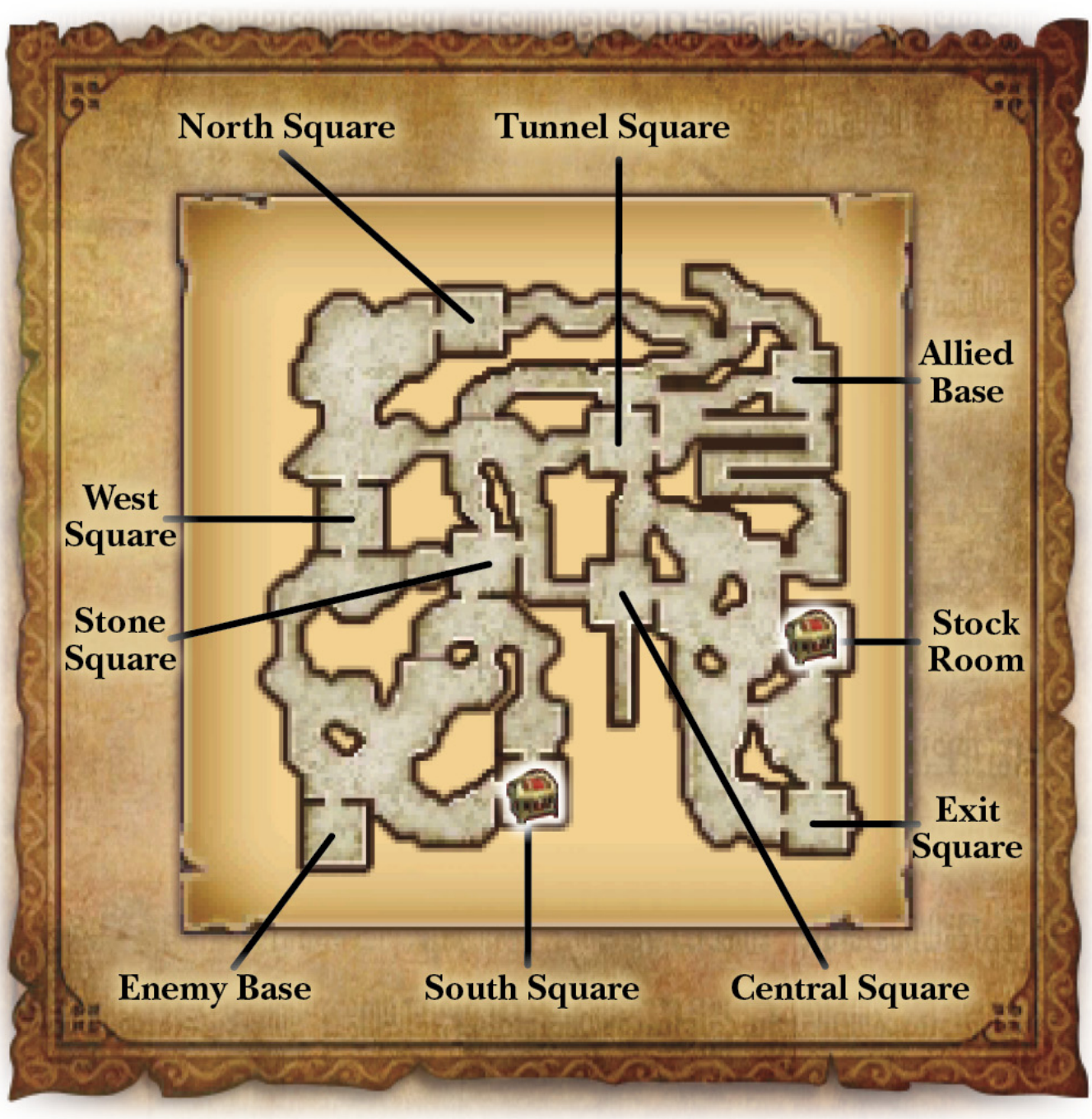
ADVENTURE BATTLE:

SEARCH THE BATTLEFIELD FOR WANDERING ENEMIES!

Unlockables
Link – Heart Container (A-Rank)
1,000 KO Skulltula
Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Moblin	Zelda flees or the Allied Base falls

DEFEAT ALL ENEMY CAPTAINS

Super-powered enemy Captains appear right next to the Enemy Base Keep and begin marching toward the Allied Base Keep. To lower their strength, you must defeat the Magic-Stash Troops littered around the battlefield. To find them, use the Battlefield Info screen and immediately take all of them out. You have time to hunt them all down before the enemy Captains reach the Allied Base Keep, but only if you're quick. Once you've started defeating the Magic-Stash Troops, the enemy Captains stop heading toward the Allied Base and begin hunting for you. Take them all out to complete this mission.

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Termina Map

E-12

WIN THE KO COMPETITION!

Unlockables
Ice Arrow
Zelda – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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Termina Map
E-13

WIN THE RUPEE COMPETITION!

Unlockables
Majora's Mask
Compass

Search Item
Ice Arrow: Zelda's Costume – Era of the Hero of Time Robes

A-Rank
DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

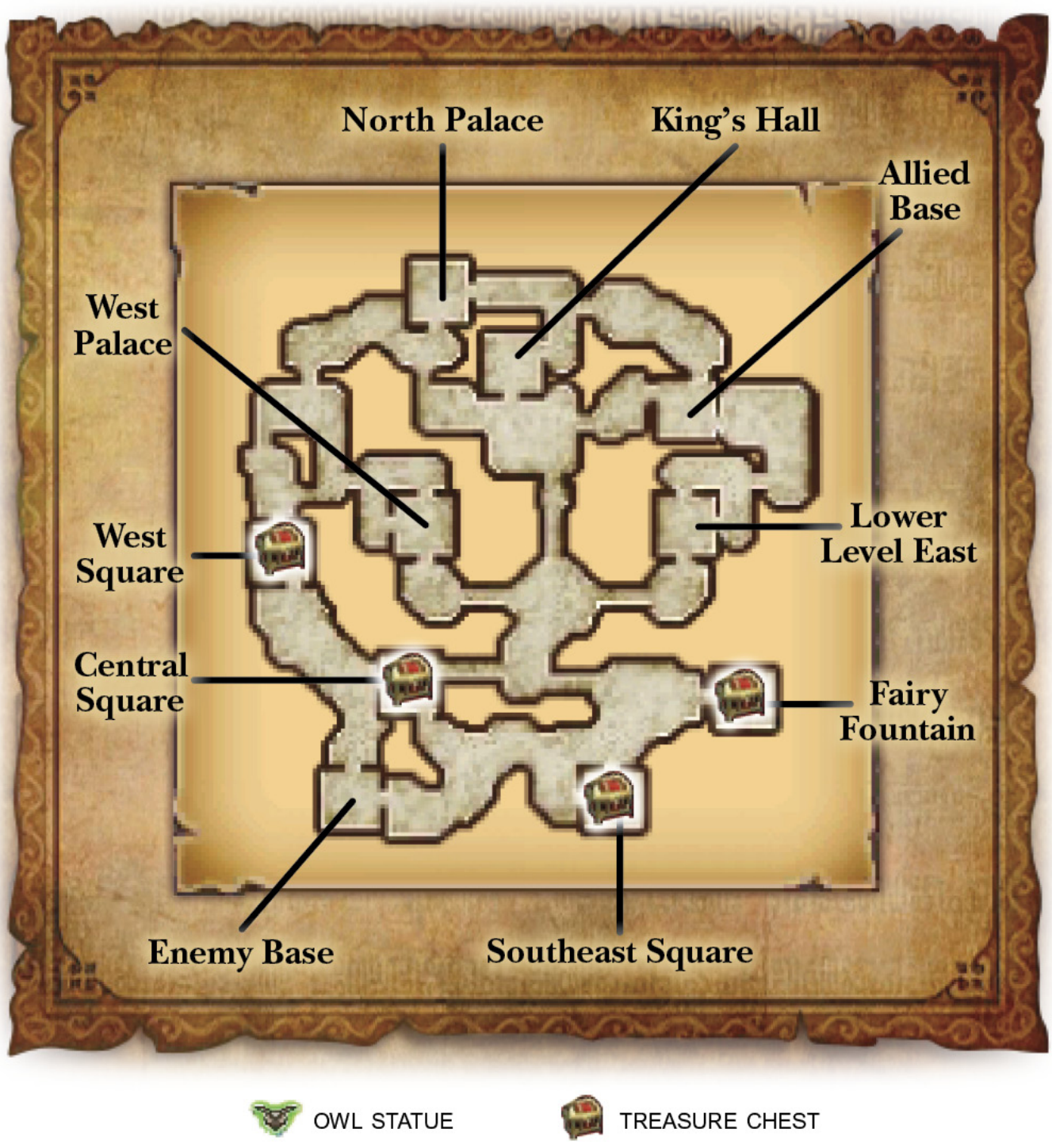
Termina Map
E-14

DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE BEAST OF THE CASTLE!
Unlockables
Deku Stick
Midna – Heart Container (Treasure)
Fairy Clothing: Headwear (Treasure)

Search Item
Bombs: Ghirahim's Costume – Kamaro's Mask

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Ganondorf	Zelda flees or the Allied Base falls

DEFEAT THE ENEMY CAPTAINS TO HALT ENEMY FORCES

You must defeat the Captains marked on your map to open the gates of the Enemy Base Keep, but that's not all. Your Allied Commander must be escorted to an enemy Keep not far from their starting location, then that Keep must be captured. Defeat every enemy with a health bar above its head to keep your Commander moving toward the Keep. Once inside the Keep, capture it and the Commander creates a Magic Circle for you. If you use that Magic Circle, it clears out hundreds of enemies and a large swath of powerful enemy Captains in one fell swoop. Defeat the remaining marked Captains after using the Magic Circle and the gates to the Enemy Base Keep will be open to you.

DEFEAT THE ENEMY COMMANDER

You can find Ganondorf in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Southeast Square Keep first, however.

GOHMA

To defeat Gohma, use your Bow to shoot its eye when it turns blue to reveal its Weak Point Mark. Hit it with a handful of Weak Point Smashes to win.

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Hyrule Warriors Legends

Termina Map
E-15

MISSING ENEMIES

You must use a Goron Mask Item Card on the switch in the Search Screen to make the enemies appear in this Scenario.

There's an owl statue on this square. Beating this scenario awakens the statue, which permanently opens up all adjacent stages, even if the moon falls.

ADVENTURE BATTLE:

WIN THE KEEP-CAPTURING COMPETITION!

Unlockables

None

Search Item

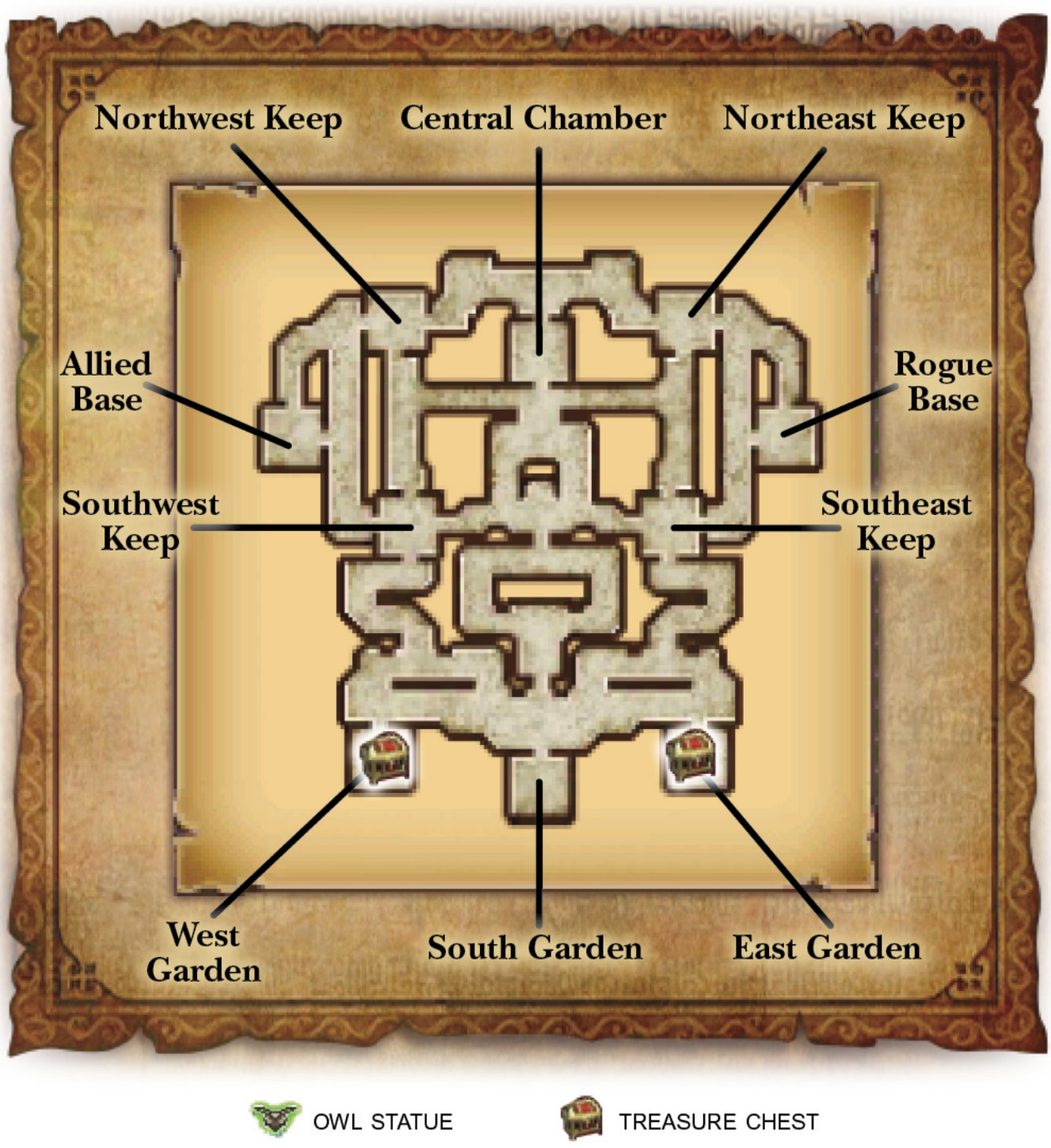
None

A-Rank

KOs – 1,200 enemies or more

TIME – 15 minutes or less

DAMAGE – 6,000 damage or less



Victory Conditions

Defeat Sheik

Defeat Conditions

Cia flees, the mission fails, or the Allied Base falls

CONTROL SIX KEEPS BEFORE ROGUE FORCES DO

Race against the enemy to capture and hold a total of six Keeps to complete this mission. You must contend with Keep Saboteurs and Keep Reclaimers, both of which excel at capturing Keeps swiftly, while trying to capture Keeps of your own. Don't let the Keep Saboteurs and Reclaimers have their way with your Keeps or they take them back in no time at all. If the enemy team is nearing their Keep goal, race over to their Keeps and make it a priority to steal them out from under them. Once you hold six Keeps, the gates to the Enemy Base Keep will be open to you.

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Termina Map
F-5

MISSING ENEMIES

You must use a Zora Mask Item Card on the whirlpool in the Search Screen to make the enemies appear in this Scenario.

DEFEAT ALL ENEMIES!

Unlockables
Inverted Song of Time
Compass
Tetra – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Termina Map
F-6

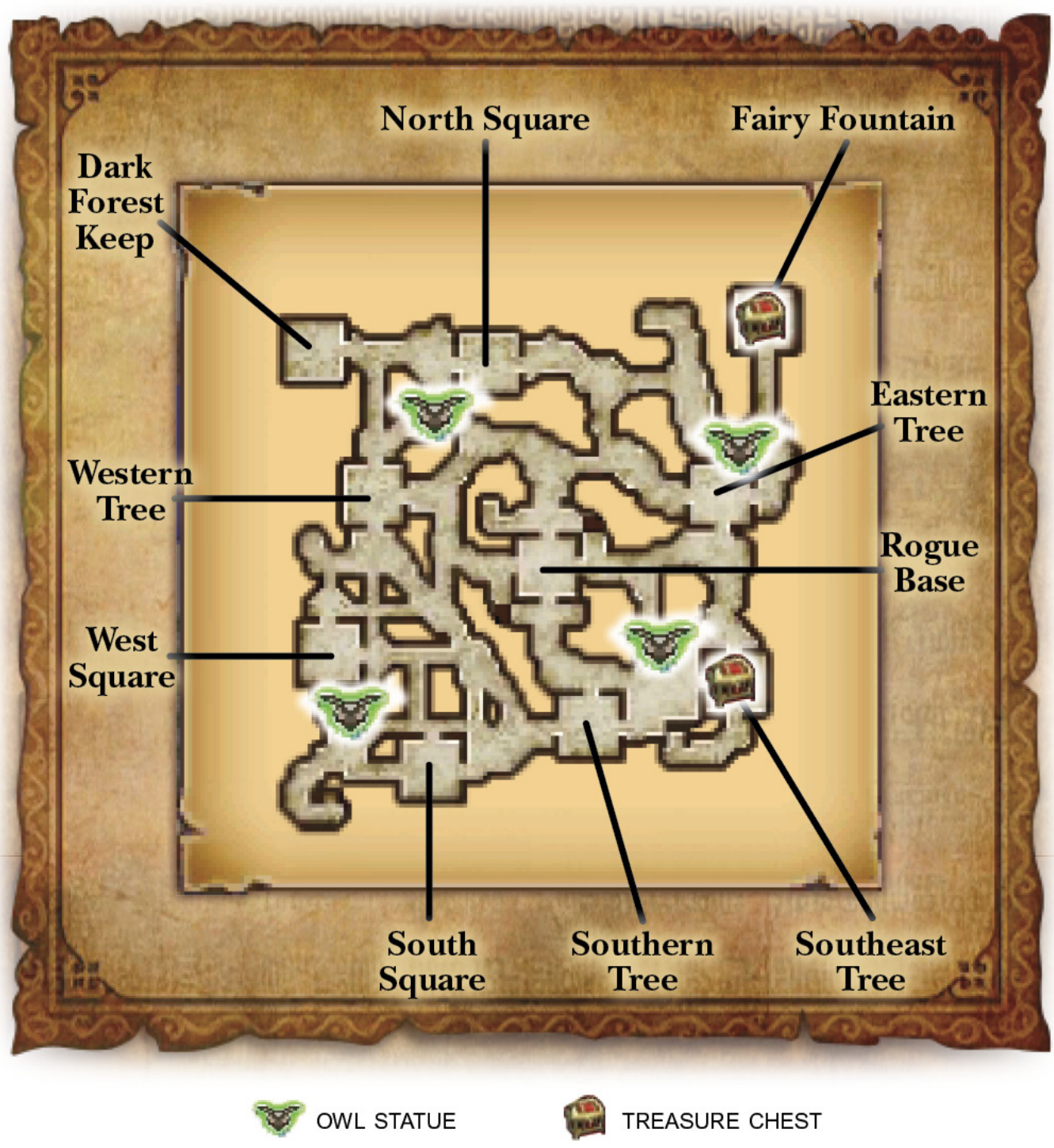
ADVENTURE BATTLE:

GET TO THOSE TROOPS BEFORE THE OTHERS DO!

Unlockables
Ghirahim – Heart Container (Treasure)
Fairy Food: Feast

Search Item
Ice Arrow: Ghirahim's True Demon Blade + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Zelda	Fi flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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HYRULE WARRIORS LEGENDS

Termina Map
F-7

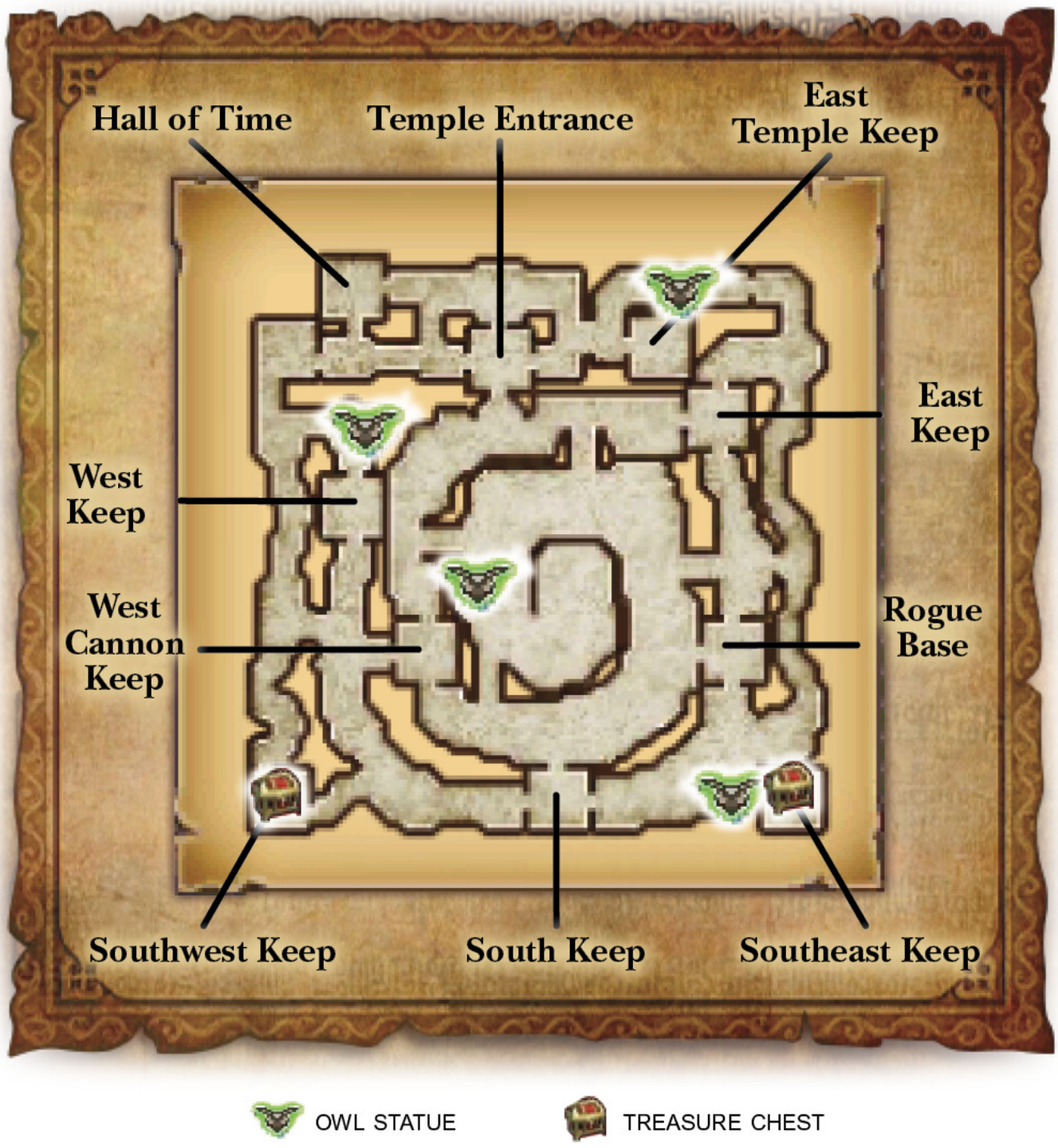
ADVENTURE BATTLE:

GET TO THOSE TROOPS BEFORE THE OTHERS DO!

LIMITED WARRIOR: CIA
Unlockables
Cia – Heart Container (Treasure)
Fairy Clothing: Headwear (Treasure)
Fairy Food: Drink

Search Item
Ice Arrow: Cia's Scepter of Souls + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	**Defeat Conditions**
Defeat Ghirahim	Impa flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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Termina Map

F-8

WIN THE RUPEE COMPETITION!

Unlockables
Bombs

Search Item
Ice Arrow: Cia's Costume – Majora's Mask

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Termina Map
F-9

WIN THE KO COMPETITION!

Unlockables
Compass
Ruto – Heart Container (A-Rank)

Search Item
None

A-Rank
KOs – 1,200 enemies or more
DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Termina Map
F-10

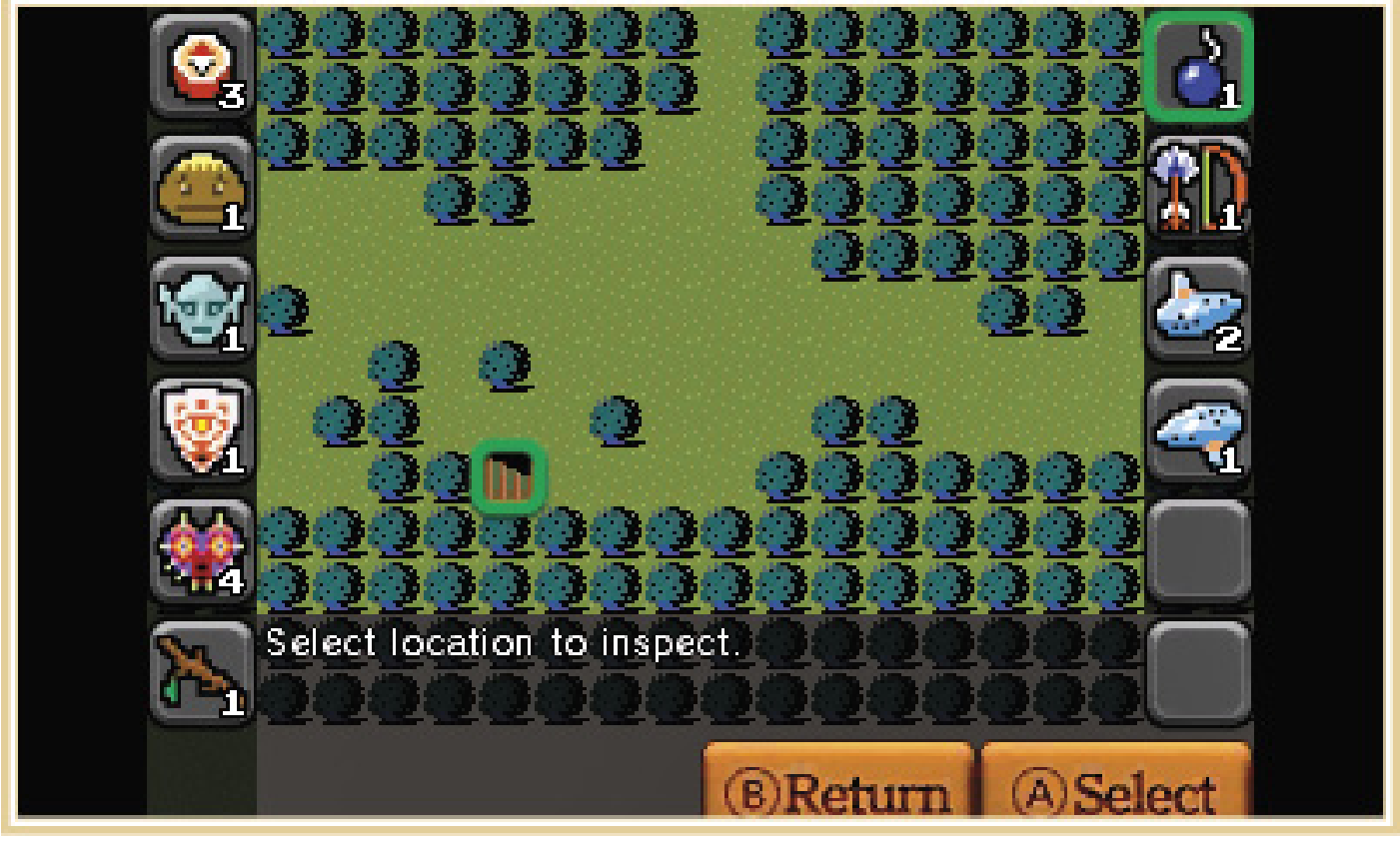
WIN THE RUPEE COMPETITION!

Unlockables

None

Search Item

Bombs: Impa's Costume – Era of the Hero of Time Outfit



A-Rank

DAMAGE – 4,000 damage or less

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Termina Map
F-11

DEFEAT ALL GIANT BOSSES IN TIME!

Unlockables	
Mask of Truth	Compass
Skull Kid – Heart Container (A-Rank)	

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 10,000 damage or less

KING DODONGO

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

GOHMA

To defeat Gohma, use your Bow to shoot its eye when it turns blue to reveal its Weak Point Mark. Hit it with a handful of Weak Point Smashes to win.

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Termina Map
F-12

WIN THE KO COMPETITION!

Unlockables
None

Search Item
None

A-Rank
KOs – 1,200 enemies or more
DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Termina Map
F-13

ADVENTURE BATTLE:

SEND THE GHOSTS PACKING

Unlockables
Fairy Food: Drink

Search Item
Ice Arrows: Zelda's Glorious Baton + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Cia	Ruto flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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Termina Map
F-14

DEFEAT 400 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables
Deku Mask
Twili Midna – Heart Container (A-Rank)

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

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Hyrule Warriors Legends

Termina Map
F-15

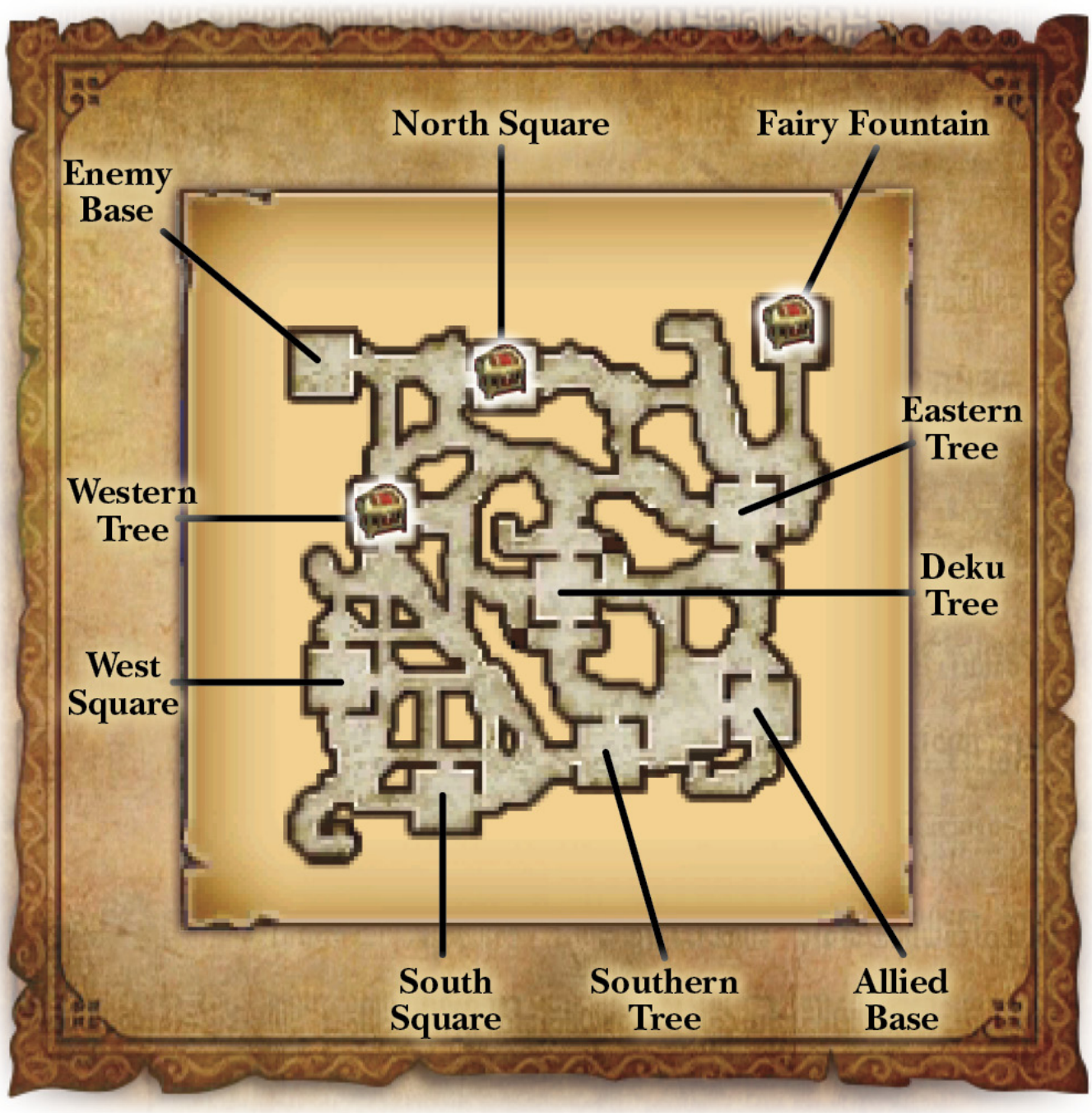
DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE BEAST OF THE CASTLE!

Unlockables
Giant Item Card
Deku Stick
Darunia – Heart Container (A-Rank)
1,000 KO Skulltula
Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Lana	Impa flees or the Allied Base falls

DEFEAT ENEMY TROOPS AND DEFEND THE ALLIED BASE

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder, you are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu just north of your starting position. Send your other Playable Warrior to the Bombchu in the southwest corner of the map while you attack the first Bombchu. After defeating the first Bombchu, switch to your other Playable Warrior and destroy the second Bombchu; make sure to send your first Playable Warrior to the final Bombchu in the northwest corner of the map. Once the second Bombchu has been destroyed, switch back to your first Playable Warrior and destroy the final Bombchu to complete the mission.

After destroying the Bombchus, begin sweeping the map for any Captains that are trying to capture your Keeps.

DEFEAT THE ENEMY COMMANDER

You can find Lana in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Fairy Fountain Keep first, however.

DEFEAT MANHANDLA TO WIN

To defeat Manhandla, wait until its stalks turn green, then hit them with the Boomerang. Once you've hit all four, Manhandla uproots and its Weak Point Mark is revealed. Hit it with a handful of Weak Point Smashes to make short work of the monstrous man-eater.

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HYRULE WARRIORS LEGENDS

Termina Map
G-4

MISSING ENEMIES

You must use a Zora Mask Item Card on the whirlpool in the Search Screen to make the enemies appear in this Scenario.

DUNGEON SCENARIO: DEFEAT THE OCEAN BEAST!

Unlockables
Giant Item Card
Deku Stick
Fi – Heart Container (A-Rank)
1,000 KO Skulltula
Second Gold Skulltula

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Ghirahim	Sheik flees or the Allied Base falls

DEFEAT ALL ENEMY CAPTAINS

Super-powered enemy Captains appear right next to the Enemy Base Keep and begin marching toward the Allied Base Keep. To lower their strength, you need to defeat the Magic-Stash Troops littered around the battlefield. To find them, use the Battlefield Info screen and immediately take all of them out. You have time to hunt them all down before the enemy Captains reach the Allied Base Keep, but only if you're quick. Once you've started defeating the Magic-Stash Troops, the enemy Captains stop heading toward the Allied Base and begin hunting for you. Take them all out to complete this mission.

DEFEAT THE ENEMY COMMANDER

You can find Ghirahim in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Town Center Keep first, however.

DEFEAT MANHANDLA TO WIN

To defeat Manhandla, wait until its stalks turn green, then hit them with the Boomerang. Once you've hit all four, Manhandla uproots and its Weak Point Mark is revealed. Hit it with a handful of Weak Point Smashes to make short work of the monstrous man-eater.

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HYRULE WARRIORS LEGENDS

Termina Map
G-5

MISSING ENEMIES

You must use a Zora Mask Item Card on the whirlpool in the Search Screen to make the enemies appear in this Scenario.

There's an owl statue on this square. Beating this scenario awakens the statue, which permanently opens up all adjacent stages, even if the moon falls.

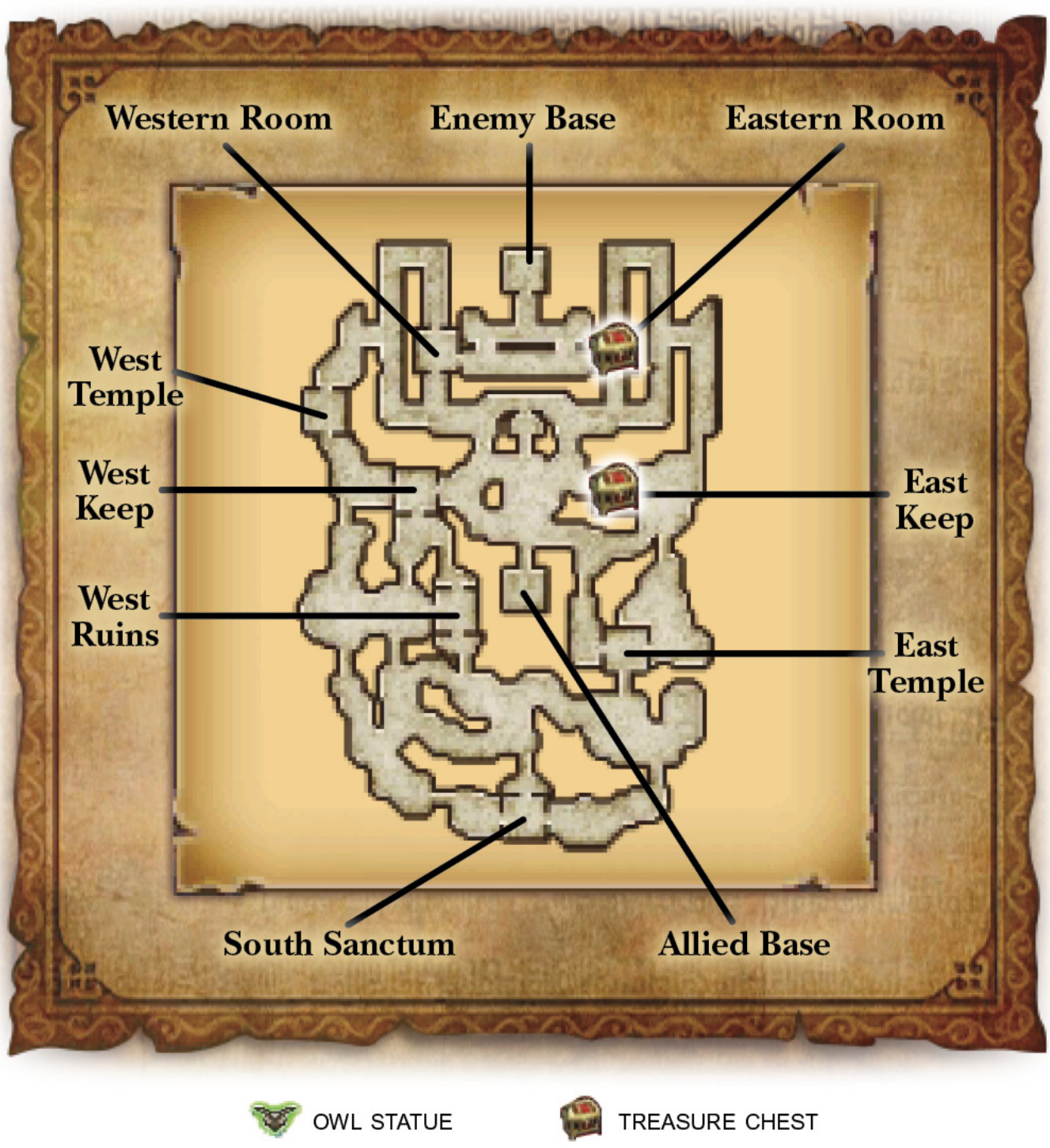
ADVENTURE BATTLE:

ROUSE THE TROOPS WITH ENCOURAGING WORDS!

Unlockables
None

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Fi	Zelda flees or the Allied Base falls

DEFEAT ENEMY TROOPS AND DEFEND THE ALLIED BASE

Your job is to stop the enemy forces from taking any of your Keeps. If they do, they gain a morale boost, making the battle that much harder. You are then tasked with recapturing that Keep.

The enemy forces use Bombchus to capture your Keeps. Focus on the Bombchus that have arrows on the minimap; these Bombchus are active and are making their move toward one of your Keeps, so stopping them should be a top priority.

Start with the Bombchu south of your starting position. Send your other Playable Warrior to the Bombchu on the north side of the map. After defeating the southern Bombchu, immediately head west toward the Bombchu on the west side of the map. Now switch to your other Playable Warrior and attack the Bombchu on the north side of the map.

After destroying the Bombchus, begin sweeping the map for any Captains trying to capture your Keeps.

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HYRULE WARRIORS LEGENDS

Termina Map
G-6

MISSING ENEMIES

You must use a Zora Mask Item Card on the whirlpool in the Search Screen to make the enemies appear in this Scenario.

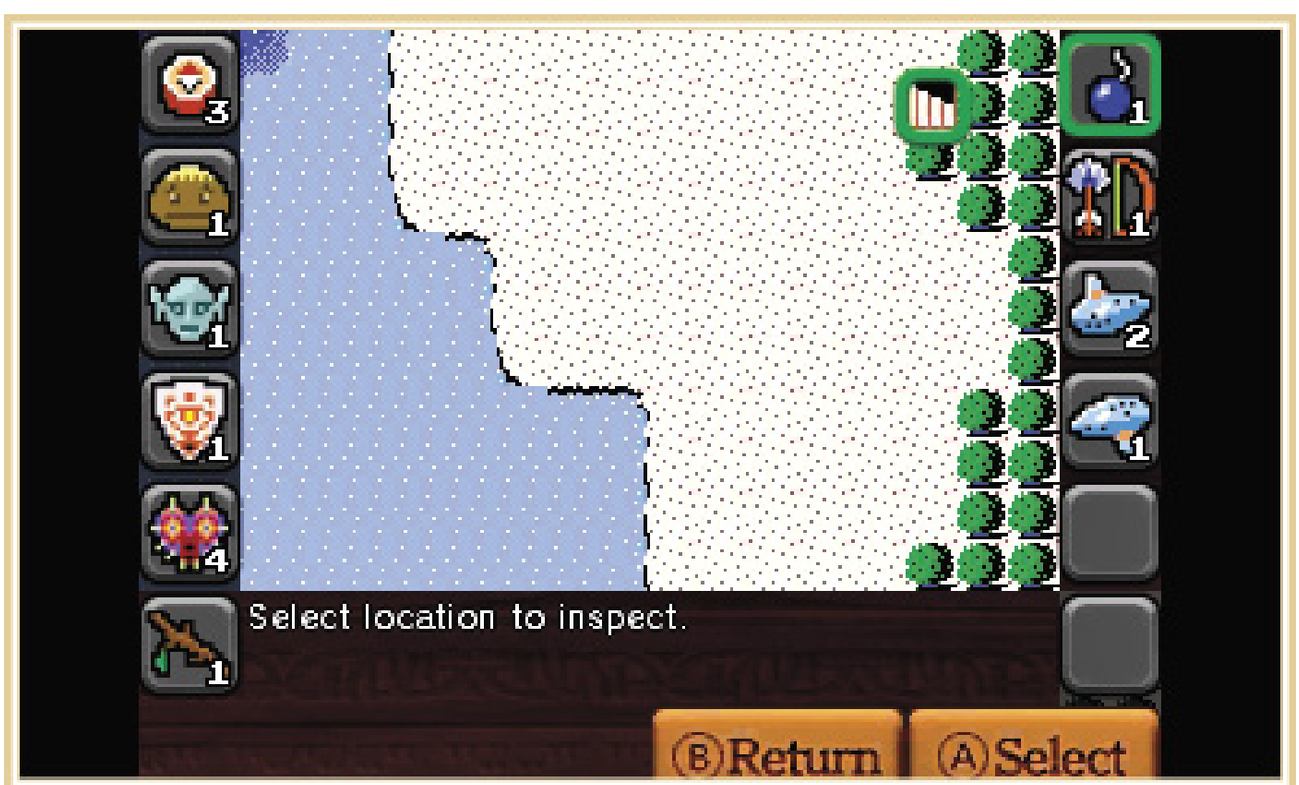
DEFEAT 700 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables

Zora Mask

Search Item

Bombs: Link's Costume – Kokiri Tunic



A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Termina Map
G-9

DEFEAT ALL ENEMIES!

Unlockables	
Song of Time	Bomb
King Daphnes – Heart Container (A-Rank)	

Search Item
None

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Termina Map
G-10

DEFEAT 400 ENEMIES BEFORE THE ROGUE FORCES DO!

Unlockables

None

Search Item

Bombs: Ruto's Costume – Zora Mask

A-Rank

TIME – 7 minutes or less

DAMAGE – 4,000 damage or less

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Hyrule Warriors Legends

Termina Map
G-11

ADVENTURE BATTLE:

GET TO THOSE TROOPS BEFORE THE OTHERS DO!

Unlockables
Ganondorf – Heart Container (A-Rank)
Fairy
Fairy Food: Plant

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Darunia	Link flees

DEFEAT CAPTAINS TO LURE OUT THE COMMANDER

Take out the Captains marked on your map to open the gates to the Enemy Base Keep.

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Termina Map
G-12

WATCH OUT! ALL ATTACKS ARE DEVASTATING!

Unlockables
Deku Mask
Toon Link – Heart Container (A-Rank)

Search Item
None

A-Rank
TIME – 15 minutes or less
DAMAGE – 4,000 damage or less

DEFEAT 20 ENEMY CAPTAINS

Lizalfos have almost no way of actually hitting you if you keep your distance and shoot at them with the Bow. Don't let any of them get close like any other of this mission type and pick them off one at a time.

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Hyrule Warriors Legends

Termina Map
G-13

MISSING ENEMIES

You must use a Zora Mask Item Card on the whirlpool in the Search Screen to make the enemies appear in this Scenario.

GUARD THE ALLIED KEEPS WITH YOUR LIFE!

Unlockables	
Inverted Song of Time	Bomb

Search Item
Bombs: Sheik's Costume – Kafei's Mask

A-Rank
TIME – 7 minutes or less
DAMAGE – 4,000 damage or less

Defeat six Gibdos to complete this level. Start by defeating the Gibdo slightly north of your starting position. After that, continue north into the Cliffside Keep. Another Gibdo will be heading toward that Keep, which is a perfect time to defeat it. Defeat any Bulblins with health bars in the Keep, then head south.

Head for the Lakeside Keep and defeat the Bulblins inside of it. If you have the Repair Technician Fairy spell, use it in this Keep, then head to the northeast corner of the map. Defeat the Gibdos, then make your way back toward the Cliffside Keep.

Before you can reach the Keep, two Messengers appear by it. The southernmost of them was supposed to go to the northeast Gibdos, but since you defeated them, the Messenger has nowhere to go. Defeat the northernmost Messenger, clear out the Cliffside Keep, then begin heading south.

Bulblins appear just east of the Lakeside Keep and begin making their way to the Keep itself. If you used the Repair Technician spell inside of it, ignore them and head south. If you didn't use the spell, defeat them and head toward the Gibdos in the southwest corner of the map. Defeat the Bulblins in the Central Hall Keep, then go after the Gibdos. Once those Gibdos have been defeated, the battle is won.

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HYRULE WARRIORS LEGENDS

Termina Map
G-14

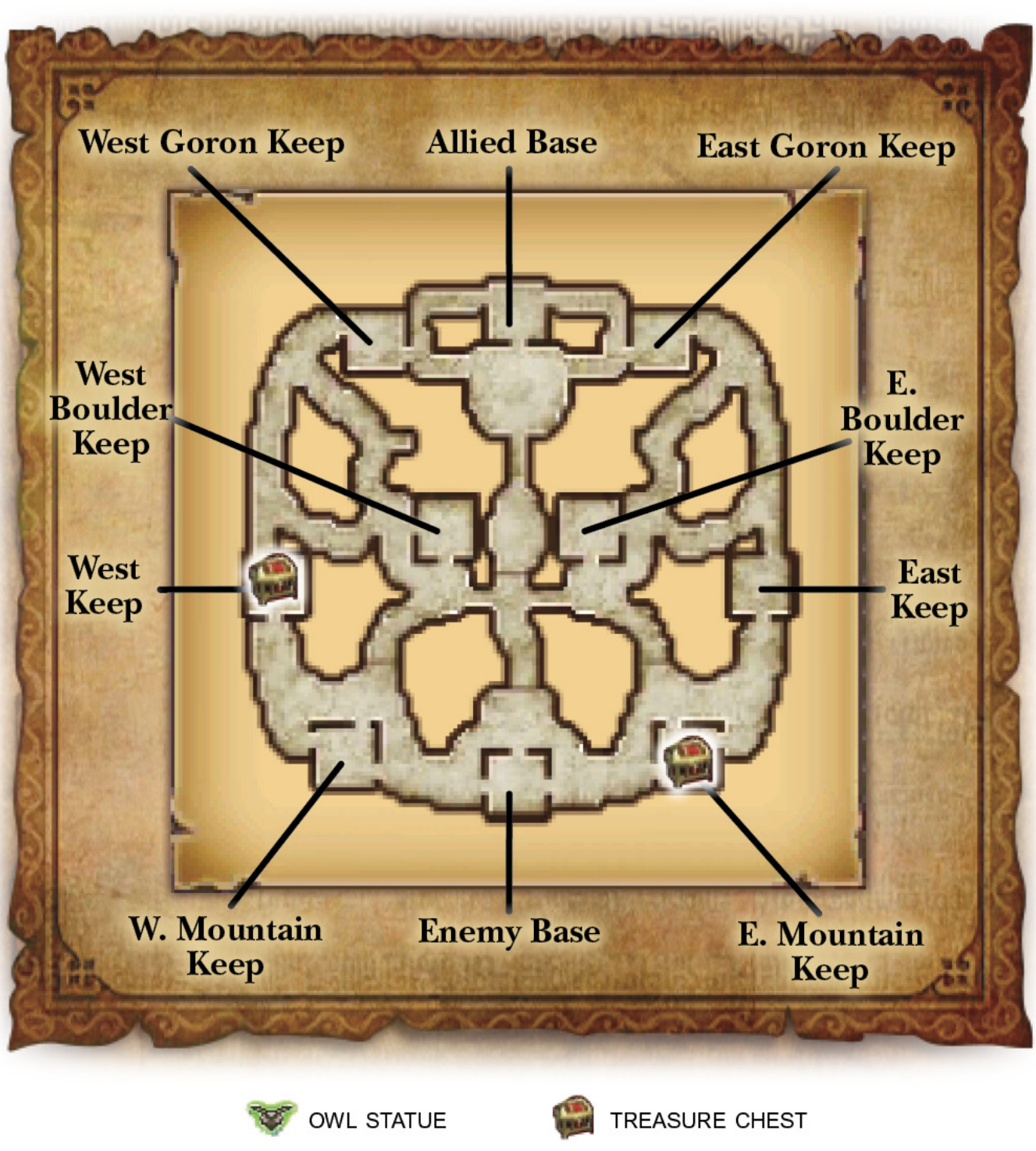
ADVENTURE BATTLE:

USE DIVERSIONARY TACTICS TO DEFEAT THE ENEMY!

Unlockables
Ruto – Heart Container (Treasure)
Fairy Clothing: Headwear (Treasure)
Fairy Food: Plant

Search Item
Bombs: Ruto's Water Dragon Scale + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Volga	Sheik flees or the Allied Base falls

DEFEAT ALL ENEMY CAPTAINS

Super-powered enemy Captains appear right next to the Enemy Base Keep and begin marching toward the Allied Base Keep. To lower their strength, defeat the Magic-Stash Troops littered around the battlefield. To find them, use the Battlefield Info screen and immediately take all of them out. You have time to hunt them all down before the enemy Captains reach the Allied Base Keep, but only if you're quick. Once you've started defeating the Magic-Stash Troops, the enemy Captains stop heading toward the Allied Base and begin hunting for you. Take them all out to complete this mission.

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Hyrule Warriors Legends

Termina Map
H-7

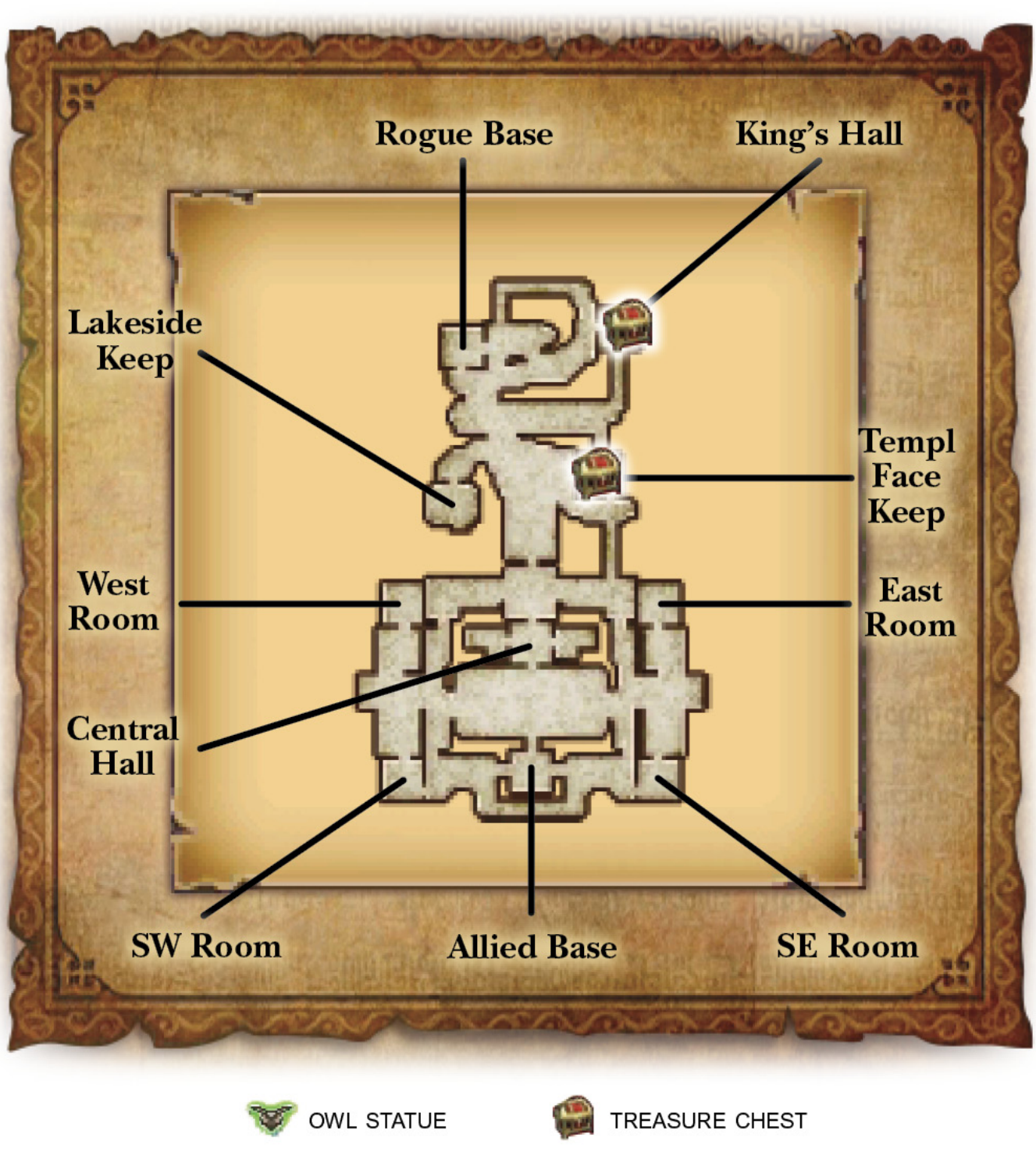
ADVENTURE BATTLE:

WIN THE KEEP-CAPTURING COMPETITION!

Unlockables
Darunia – Heart Container (Treasure)
Fairy Clothing: Top (Treasure)
Fairy Food: Drink

Search Item
Bombs: Darunia's Megaton Hammer + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions
Defeat Wizzro

Defeat Conditions
Cia flees, the mission fails, or the Allied Base falls

CONTROL SIX KEEPS BEFORE ROGUE FORCES DO

Race against the enemy to capture and hold a total of six Keeps to complete this mission. You must contend with Keep Saboteurs and Keep Reclaimers, both of which excel at capturing Keeps swiftly, while trying to capture Keeps of your own. Don't let the Keep Saboteurs and Reclaimers have their way with your Keeps or they take them back in no time at all. If the enemy team is nearing their Keep goal, race over to their Keeps and make it a priority to steal them out from under them. Once you hold six Keeps, the gates to the Enemy Base Keep will be open to you.

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HYRULE WARRIORS LEGENDS

Termina Map
H-8

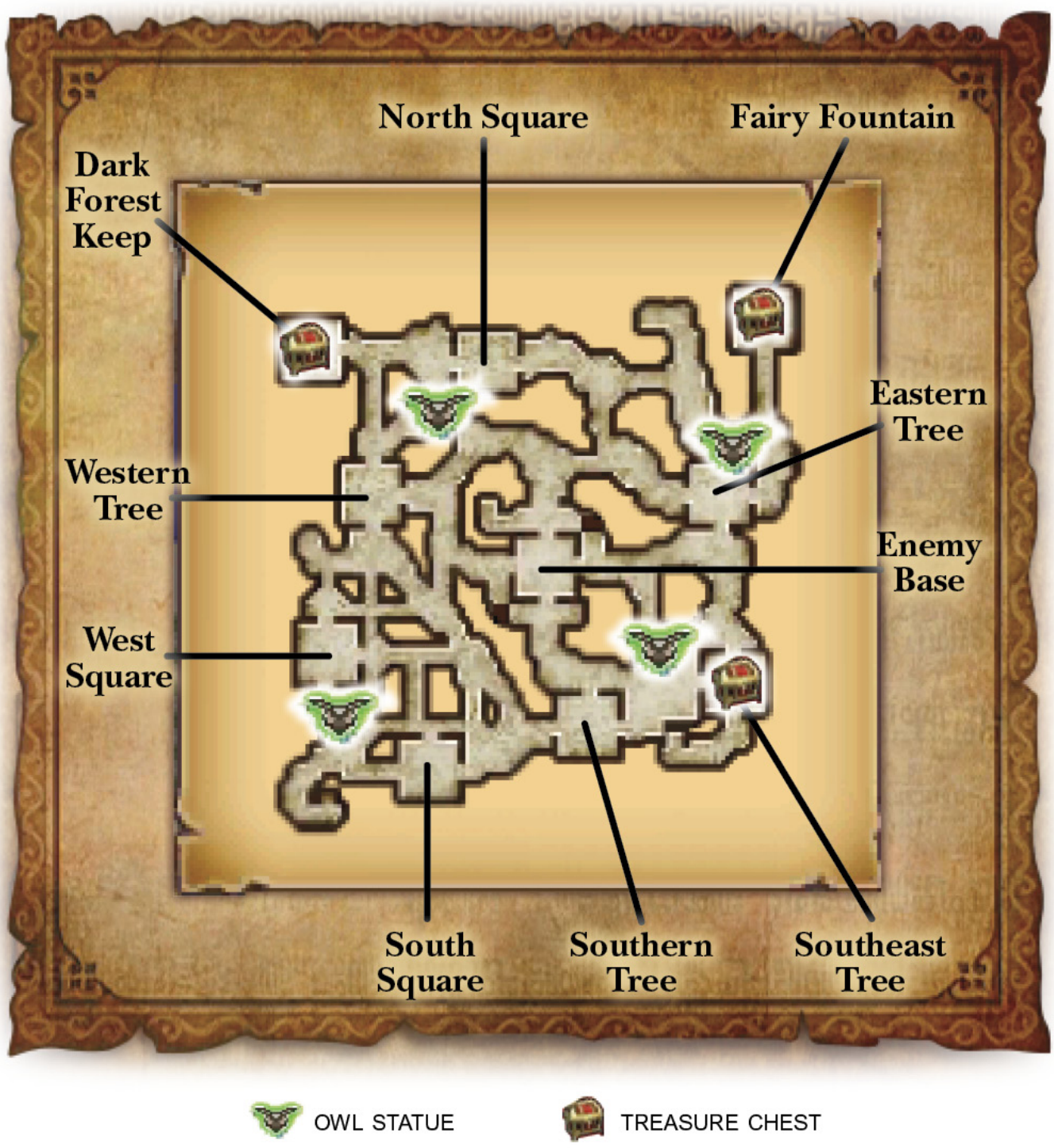
DUNGEON SCENARIO:

DEFEAT THE FOREST DRAGON!

Unlockables
Deku Mask
Link – Piece of Heart (Treasure)
Fairy Clothing: Headwear (Treasure)

Search Item
Ice Arrow: Link's Epona of Time + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 10,000 damage or less	



Victory Conditions	Defeat Conditions
Defeat Ruto	Impa flees

DEFEAT THE CAPTAINS RAISING ENEMY MORALE

Enemy Captains and Warriors appear around the map and begin boosting the morale of all opposing forces. Defeating one of these Captains removes the morale boost from your foes, but if the enemy team defeats any of your Captains, they get that morale boost right back. To stop the morale boosts altogether, defeat all of the Warriors and Captains marked on your map.

DEFEAT THE ENEMY COMMANDER

You can find Ruto in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Dark Forest Keep first, however.

DEFEAT KING DODONGO TO WIN

Keep your distance from King Dodongo and wait for him to open his mouth. The second you see his orange, gaping maw, slide in and toss a Bomb in there to get him to show his Weak Point Mark. Repeat this to take him out.

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Termina Map
H-9

WIN THE RUPEE COMPETITION!

Unlockables
Mask of Truth
Compass

Search Item
Bombs: Sheik's Costume – Era of the Hero of Time Outfit

A-Rank
DAMAGE – 4,000 damage or less

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HYRULE WARRIORS LEGENDS

Termina Map
H-10

ADVENTURE BATTLE:

USE DIVERSIONARY TACTICS TO DEFEAT THE ENEMY!

Unlockables
Agitha – Heart Container (A-Rank)
Fairy Clothing: Bottoms (Treasure)
Fairy Food: Plant

Search Item
None

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	

Victory Conditions	Defeat Conditions
Defeat Shield Moblin	Lana flees or the Allied Base falls

DEFEAT ALL ENEMY CAPTAINS

Super-powered enemy Captains appear right next to the Enemy Base Keep and begin marching toward the Allied Base Keep. To lower their strength, defeat the Magic-Stash Troops littered around the battlefield. To find them, use the Battlefield Info screen and immediately take all of them out. You have time to hunt them all down before the enemy Captains reach the Allied Base Keep, but only if you're quick. Once you've started defeating the Magic-Stash Troops, the enemy Captains stop heading toward the Allied Base and begin hunting for you. Take them all out to complete this mission.

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Termina Map
H-11

TEAM UP AND DEFEAT THE ENEMY FORCES!

Unlockables

None

Search Item

None

A-Rank

TIME – 15 minutes or less

DAMAGE – 10,000 damage or less

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Hyrule Warriors Legends

Termina Map
H-12

MISSING ENEMIES

You must use a Goron Mask Item Card on the switch in the Search Screen to make the enemies appear in this Scenario.

DUNGEON SCENARIO:

FINAL BATTLE! DEFEAT THE BEAST OF THE SWAMP!

Unlockables

Giant Item Card

Deku Mask

Zant – Heart Container (A-Rank)

1,000 KO Skulltula

Second Gold Skulltula

Search Item

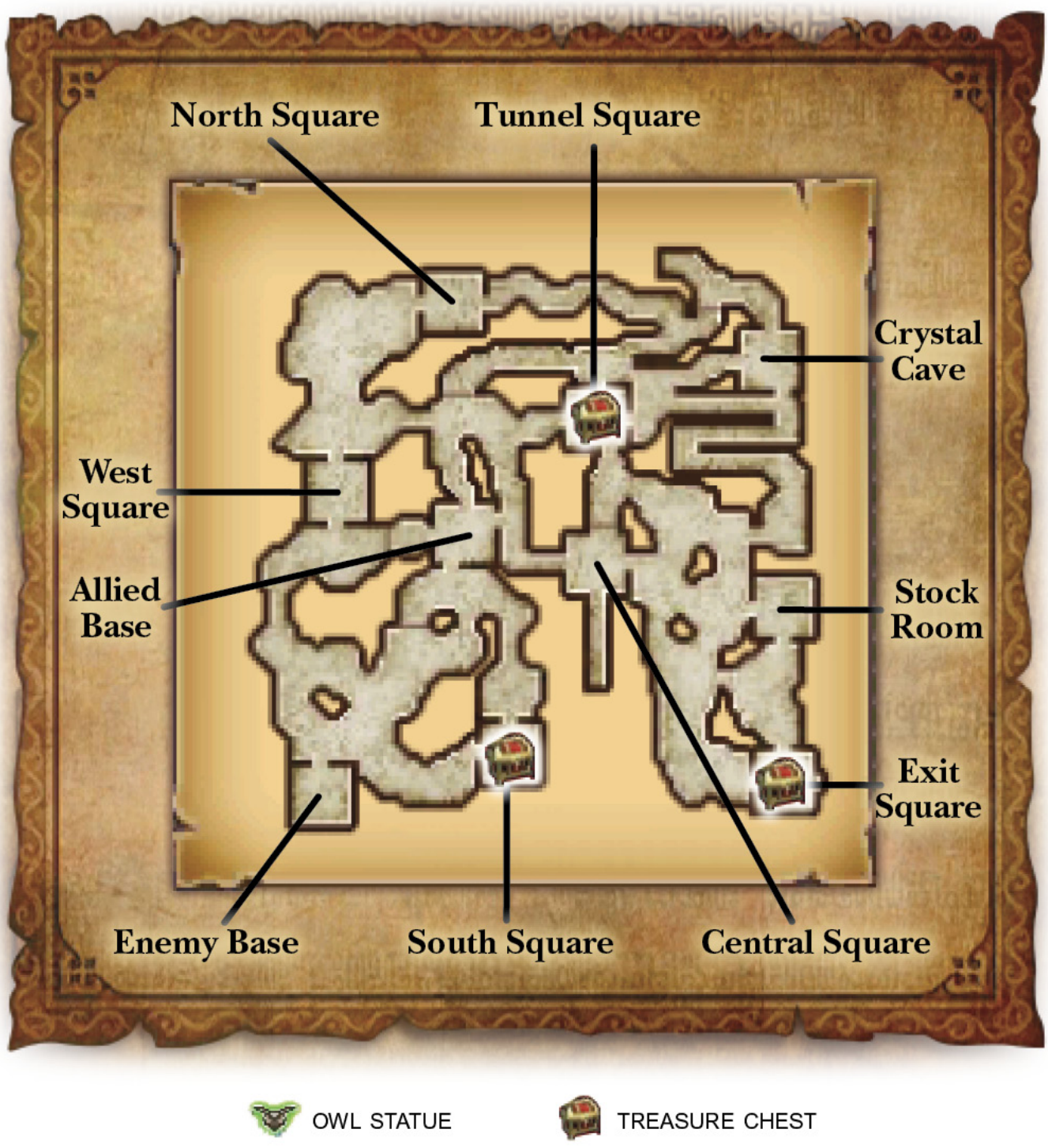
None

A-Rank

KOs – 1,200 enemies or more

TIME – 15 minutes or less

DAMAGE – 10,000 damage or less



Victory Conditions

Defeat Darunia

Defeat Conditions

Link or a Messenger flees, or the Allied Base falls

ESCORT THE MESSENGERS

Allied Messengers appear throughout the battlefield and are under almost constant attack by enemy forces. Your job is to get them to the Keeps their arrow trails lead to on your map. When they arrive to the Keep, they linger for a moment, then leave the battlefield. Repeat this until all of the Messengers have been safely escorted to their destinations and the Enemy Base Keep will open up.

DEFEAT THE ENEMY COMMANDER

You can find Darunia in the Enemy Base Keep. You won't be able to open the Keep until you grab the Boss Key from the Exit Square Keep first, however.

DEFEAT GOHMA TO WIN

To defeat Gohma, use your Bow to shoot its eye when it turns blue to reveal its Weak Point Mark. Hit it with a handful of Weak Point Smashes to win.

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HYRULE WARRIORS LEGENDS

Termina Map
H-13

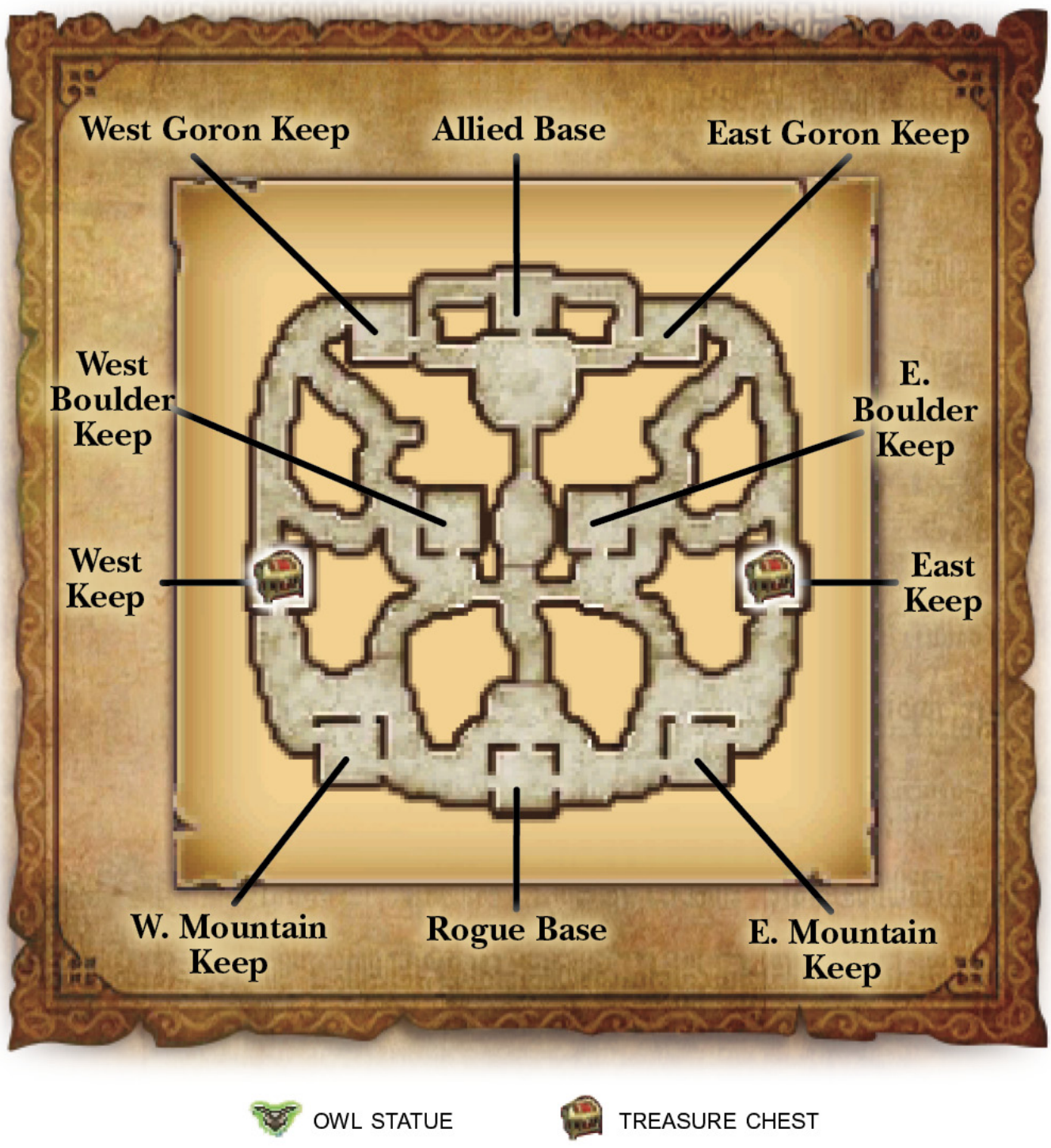
ADVENTURE BATTLE:

WIN THE KEEP-CAPTURING COMPETITION!

Unlockables
Fairy Clothing: Headwear (Treasure)
Fairy Food: Plant

Search Item
Bombs: Sheik's Triforce Harp + (A-Rank)

A-Rank	
KOs – 1,200 enemies or more	TIME – 15 minutes or less
DAMAGE – 6,000 damage or less	



Victory Conditions
Defeat Lana

Defeat Conditions
Ruto flees, the mission fails, or the Allied Base falls

CONTROL SIX KEEPS BEFORE ROGUE FORCES DO

Race against the enemy to capture and hold a total of six Keeps to complete this mission. You must contend with Keep Saboteurs and Keep Reclaimers, both of which excel at capturing Keeps swiftly, while trying to capture Keeps of your own. Don't let the Keep Saboteurs and Reclaimers have their way with your Keeps or they take them back in no time at all. If the enemy team is nearing their Keep goal, race over to their Keeps and make it a priority to steal them out from under them. Once you hold six Keeps, the gates to the Enemy Base Keep will be open to you.

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Hyrule Warriors Legends

Hero Training
Overview

A hero who has never held a sword before going into battle is monster food in the making. Luckily, we have everything you need to get you up to speed before you rush off to challenge Wizzro, Cia, and their evil minions. By the time you're done reading this section, you'll be able to go toe-to-toe with the Hero of Time himself—and you will.

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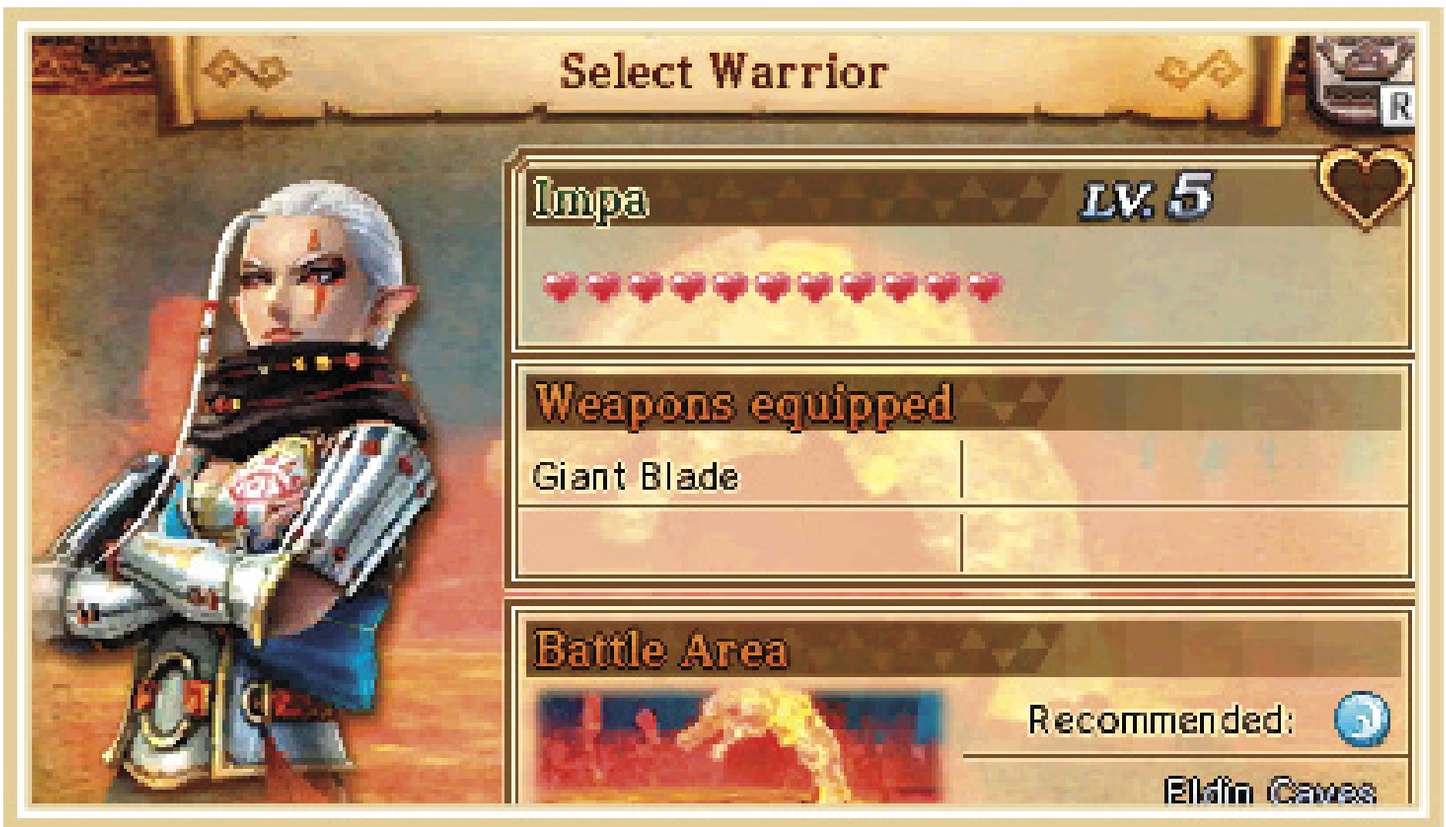
Hyrule Warriors Legends

Hero Training

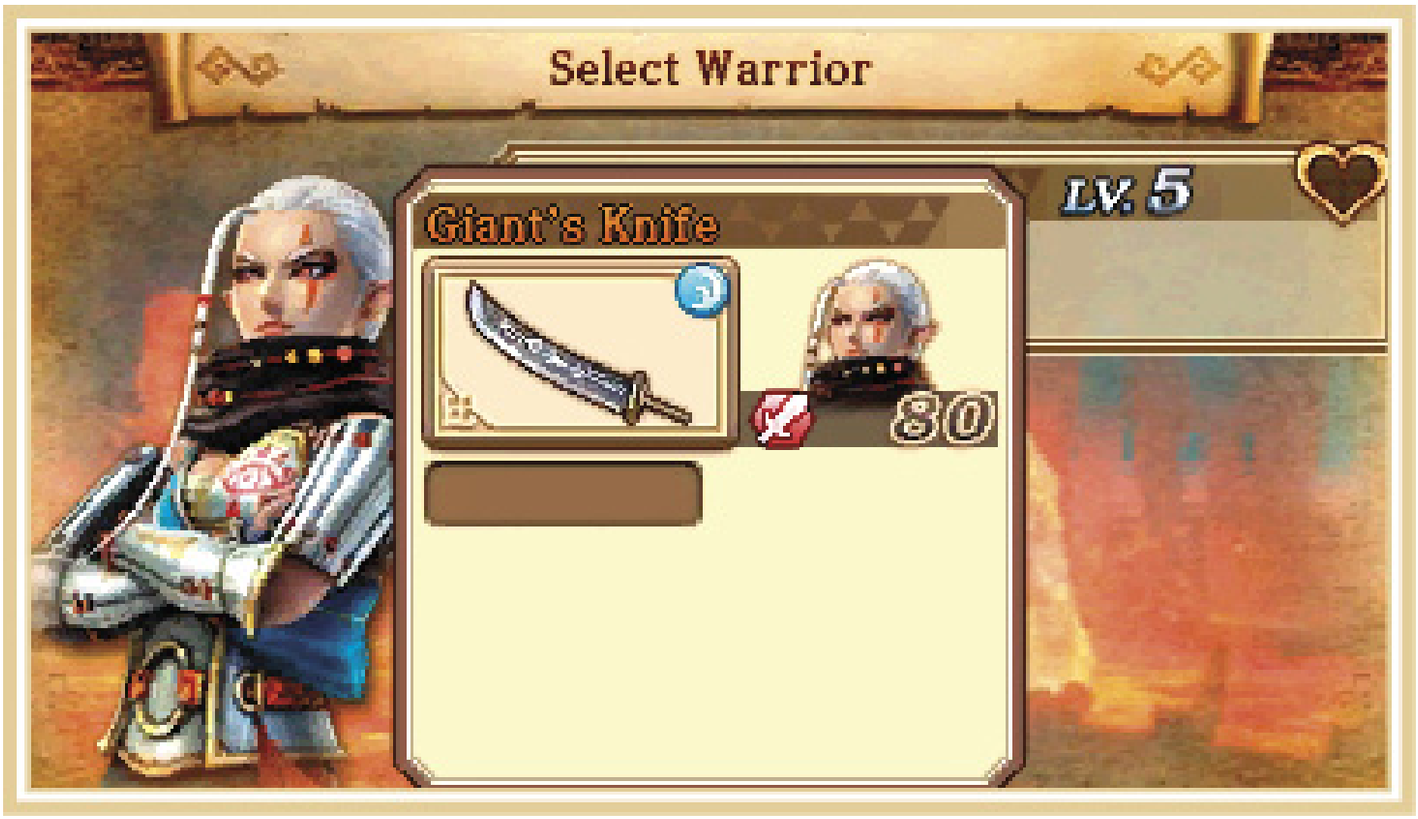
Legend Mode

This could be classified as the main game mode of Hyrule Warriors, as it is where you'll find the game's story and unlock most of the playable characters. Legend Mode plays out like a traditional video game: Play a Scenario to unlock another Scenario and progress the story. As you continue to play through each of the Scenario, you'll unlock more Warriors to play with. Each Scenario can be played only by the specific characters listed below the Scenario's image on the Scenario details section on the right side of the screen.

Before you start the mission you're taken to the Warrior selection screen, where you'll be able to choose one of the available playable characters to take into the level. The thumbs-up icon is there to let you know the best Warrior and weapon to bring to battle for this specific stage. You are free to go against the grain and choose a character and/or weapon you enjoy using more, if the suggested character is not to your liking.

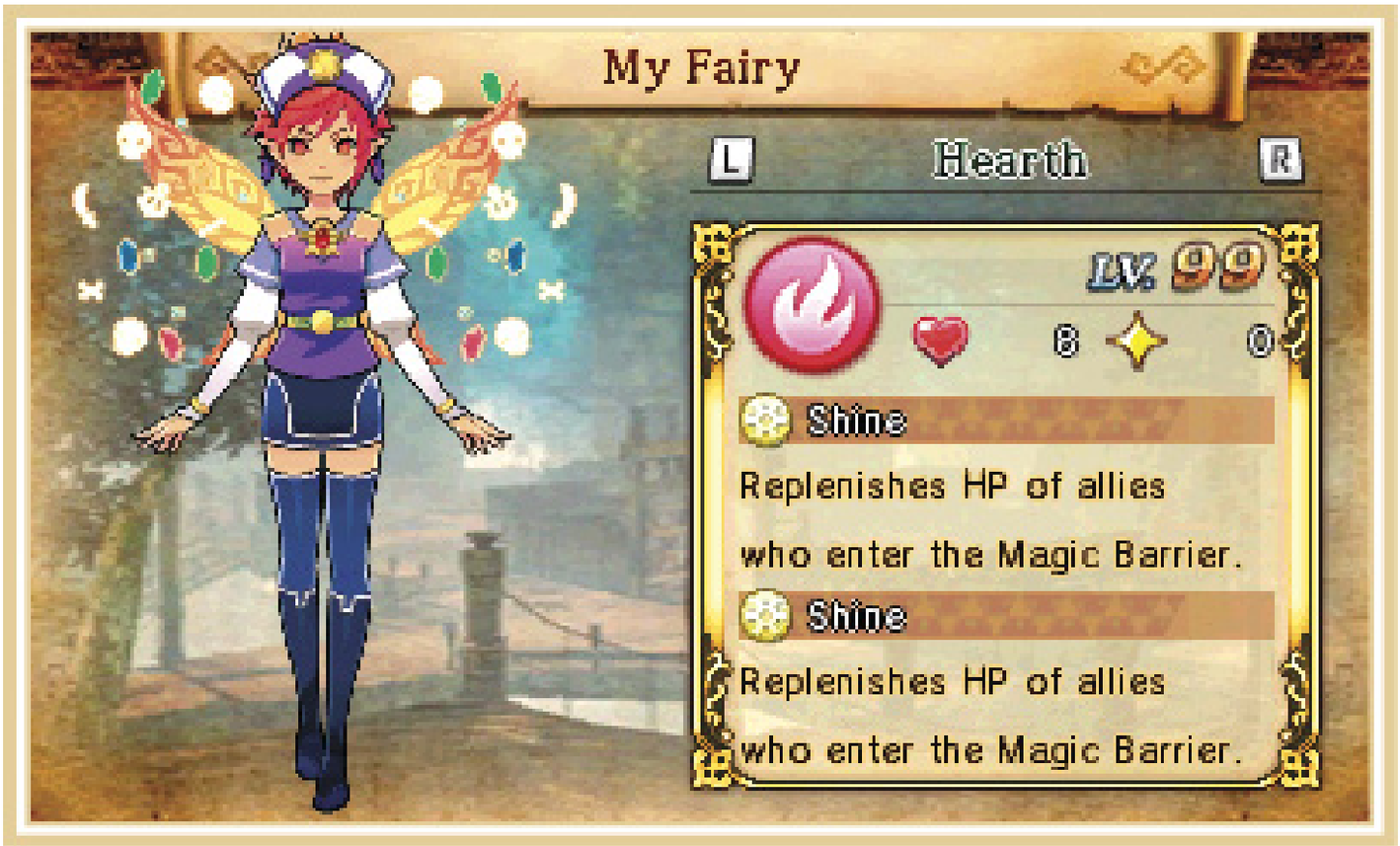


Once you've selected your hero, you move onto the weapon type selection screen. Here you select from any of the weapon types you've unlocked, which will move you over to the weapon selection screen. On the weapon selection screen, you choose one of 10 weapons, depending on whether you've found that many during your time playing the game. Each weapon can have a number of skills attached to it that add different effects to that weapon. Some skills increase your Strong Attack power in various ways, while others make finding Materials, Rupees and other weapons easier.



FAIRIES

If you've discovered Fairy companions during your travels, then you also have the option of choosing which Fairy you'd like to bring with you into the Scenario. Fairies can provide significant benefits to your Warriors if properly nurtured. See the "Companion Fairies" chapter of this guide for more details.



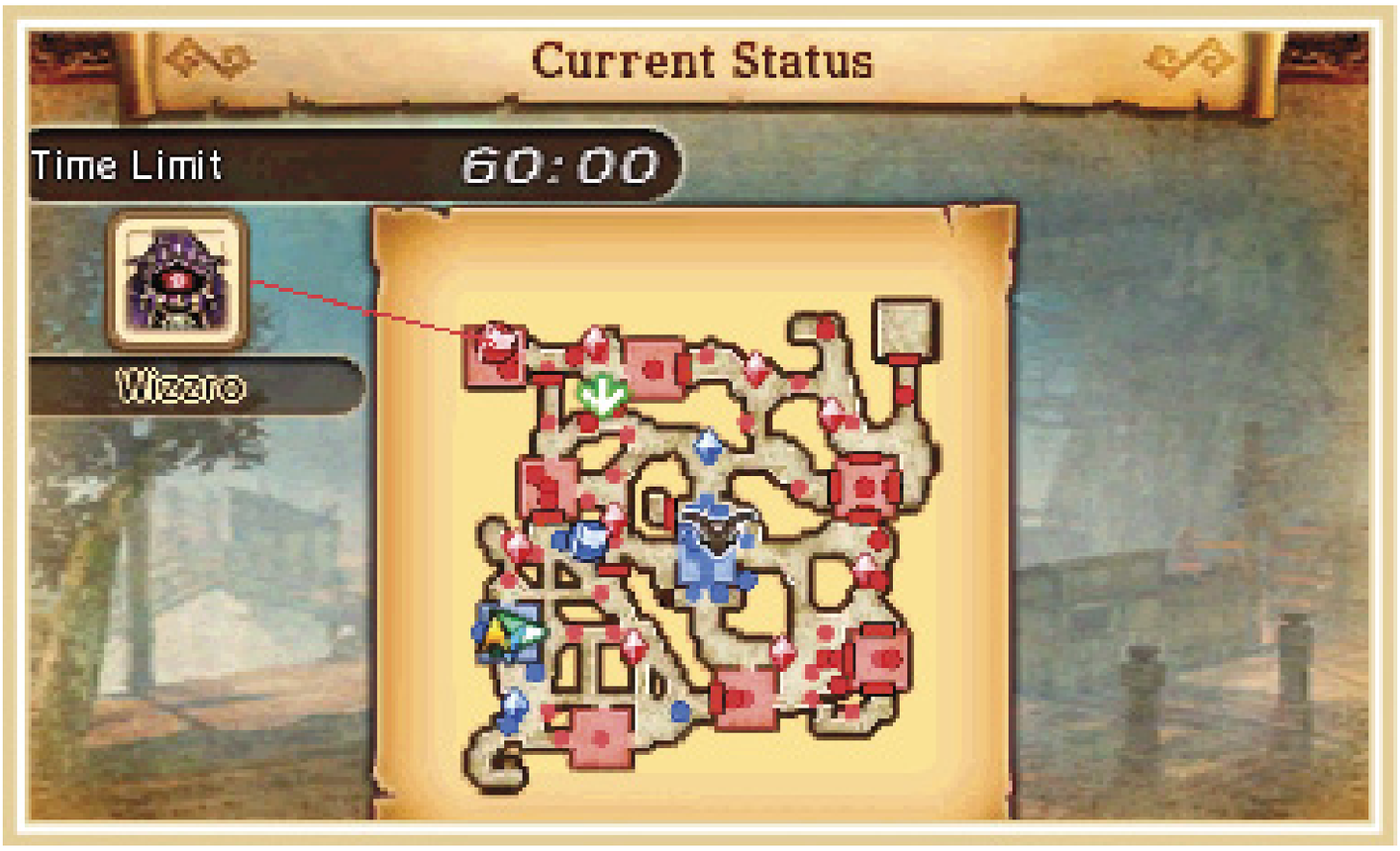
SCENARIO INFORMATION

Once you've selected your weapon, you'll be ushered to the Scenario Information screen, where you can look at your victory and defeat conditions, map, and other informative bits about the battle.

BATTLEFIELD INFO

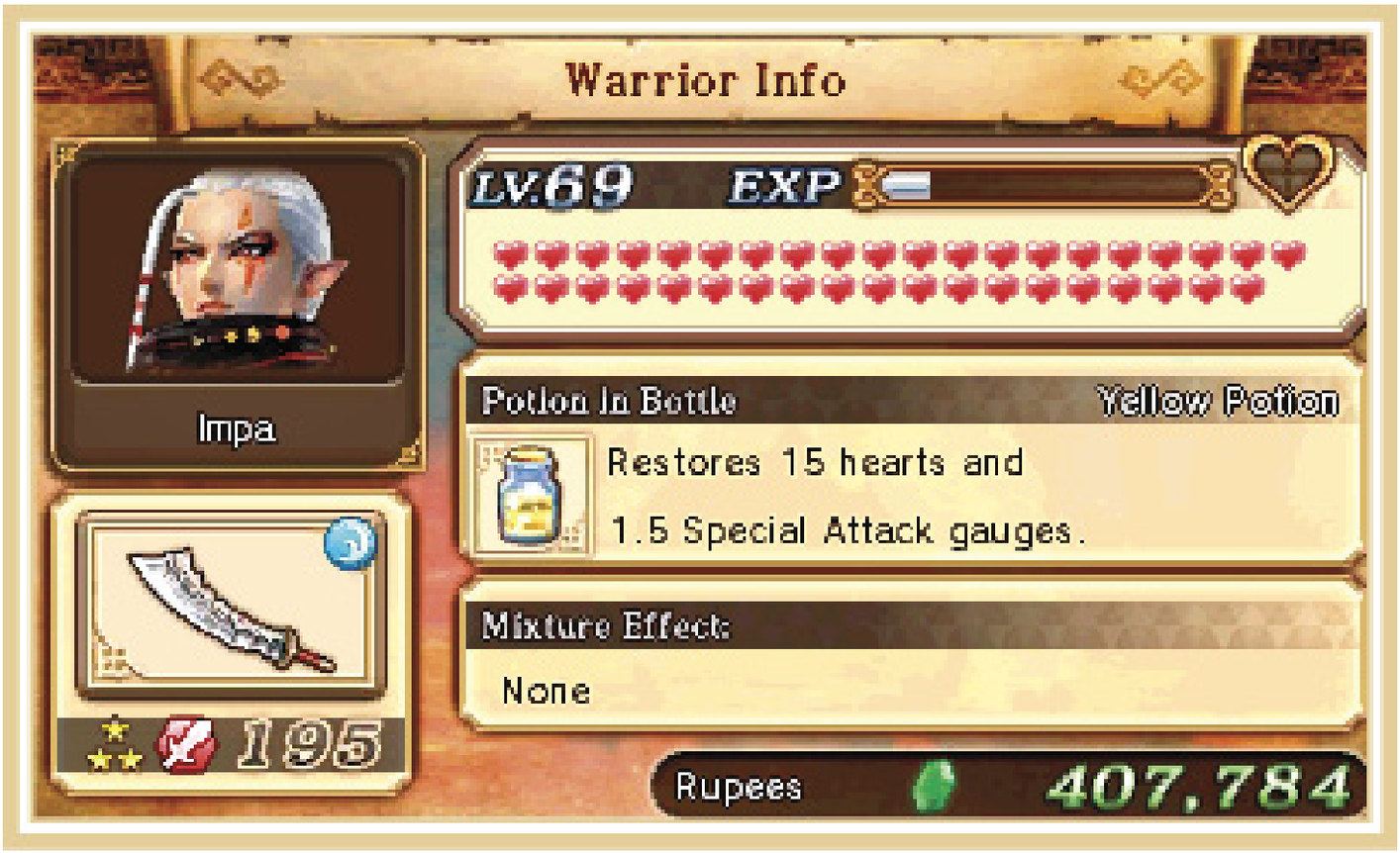
This is almost certainly the most important option on this screen, as it lets you see where your allies and enemies are, but even better, it allows you to see the name and location of each Keep on the map. We refer to Keeps by name a lot in this guide, so knowing how to view this information is vital to your success.

CURRENT STATUS



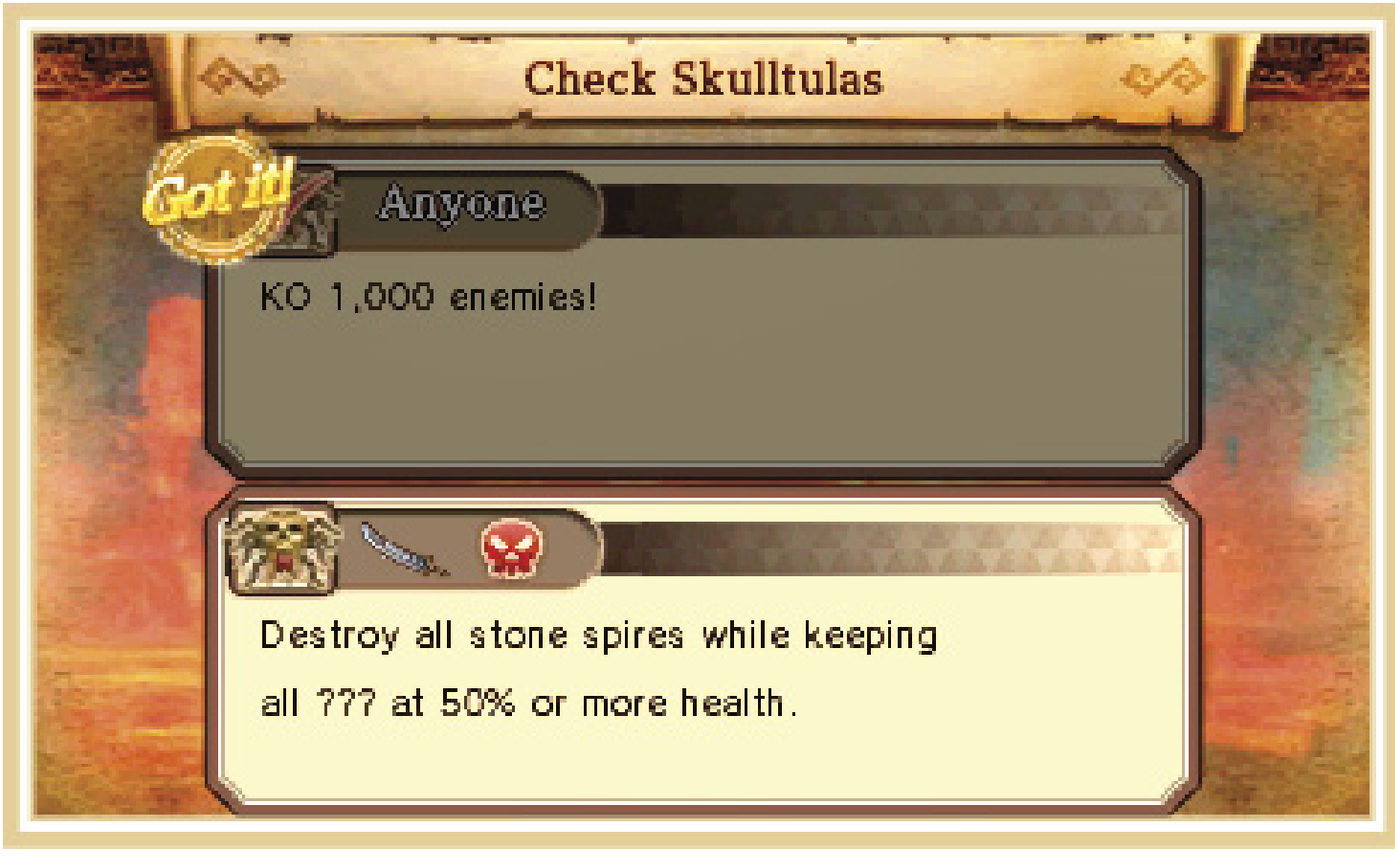
This section allows you to check your current victory and defeat conditions for the battle. More specifically, this is what you need to do to win the Scenario, and what you want to avoid if you don't want to fail the battle.

WARRIOR INFO



Warrior Info is a submenu of information about your current Warrior and his or her weapon Combos, the Mixture being used, and Weapon Skills their weapons have, and the requirements for getting the Skulltulas in a Scenario (if there are any). The most important menu option here is the Skulltulas; the other information is more for reference if you can't remember how to do a certain Combo or what Weapon Skills you currently have equipped.

SKULLTULAS



Check Skulltulas is another incredibly important option in the Scenario Information menus. Skulltulas are the spider-like creatures with golden skulls for carapaces. There are 180 in the game and let us tell you, getting all 180 is an incredible challenge. Check Skulltulas gives you information on the Skulltulas hidden in a Scenario and how to get them to appear. Check this menu whenever you're in a Scenario that has Skulltulas to figure out exactly how to find them. Trust us: You'll be glad you did.

The Tutorials and Settings options allow you to read up on some aspects of the game if you're having a hard time remembering, and also allow you to change some simple settings, the same as you would on the games Main menu of the game.

BASICS OF COMBAT

Combat in *Hyrule Warriors* is a pretty straightforward affair. Use the analog stick to move your Warrior and press the Regular Attack and Combo Attack buttons to unleash attacks. There is a bit more to attacking, but we'll get to that in just a moment. The overall goal of *Hyrule Warriors* is to attack enemies while completing missions as they appear on the screen, and try not to get hit. It'll take some getting used to, but if ever you see an enemy raise its weapon in attack, you can press the Dodge button to roll out of the way of its swing. Get used to using the Dodge button, because it's a move that's going to get you out of a lot of trouble and its usefulness just gets greater as you play through the game. To further the Dodge button's usefulness, you can make your Warrior run if you press and hold the Dodge button for a few seconds. This is absolutely essential to getting around the map with ease.

REGULAR AND COMBO ATTACKS

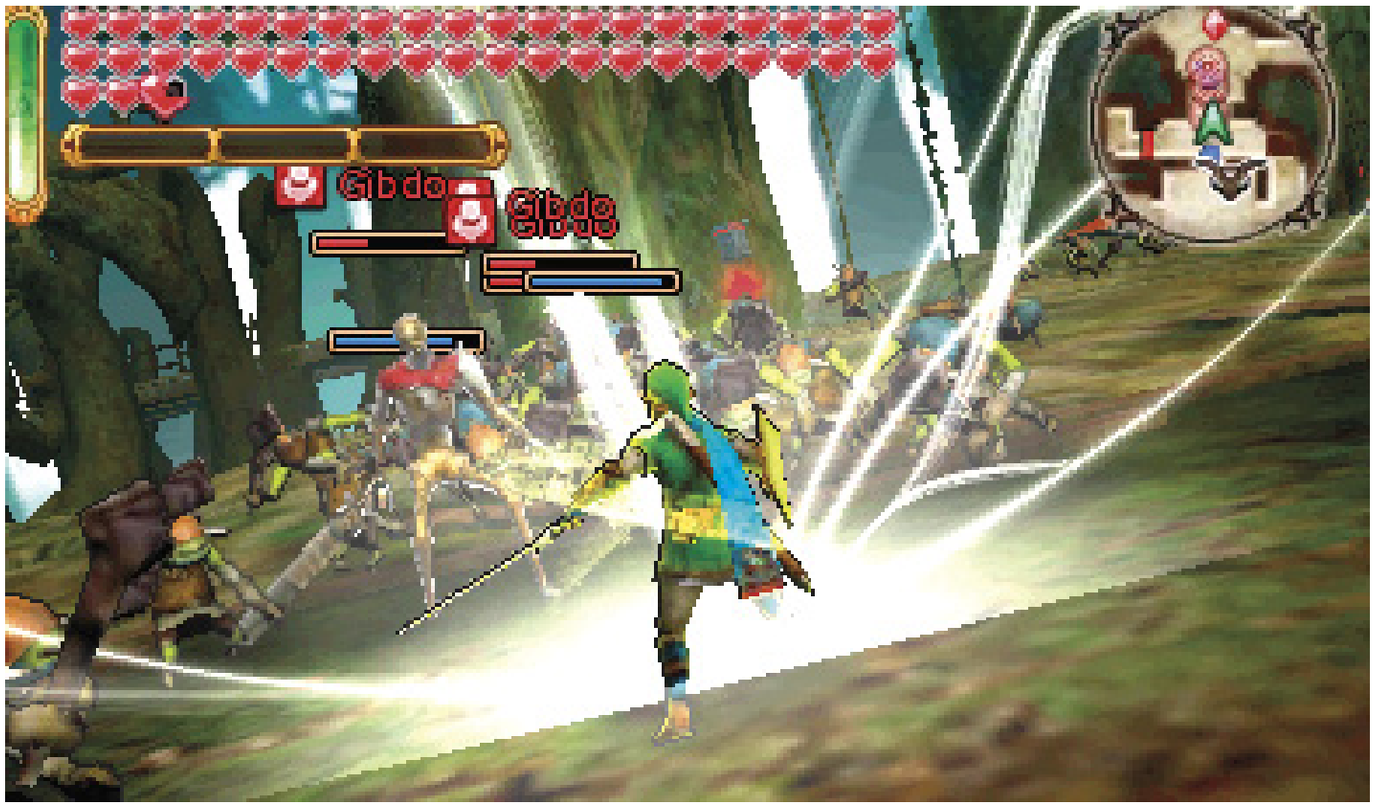
Now on to combat; it's a little bit trickier than we made it sound. While most of combat is managed with the Regular Attack and Combo Attack buttons, the trick is learning which does what and, more importantly, how to use them together. Pressing the Regular Attack button will perform a Regular Attack, that is, a simple swing with your weapon that is, more often than not, speedy and easy to use, but has limited range and isn't very powerful. You use this attack more for building up your Special Attack Meter and for cutting through foes when you're limited on other options. That's not to say that you shouldn't use it. In fact, Regular Attacks are your bread and butter. They don't take much time to use, don't use your Special Attack Meter, and they're necessary for creating Combo Attacks. Pressing the Combo Attack button will perform a Strong Attack, a unique Warrior and weapon-specific move that varies greatly between each Warrior. Combining the Regular Attack and Combo Attack buttons will create a Combo Attack, an often devastating attack that is used for taking out large groups of enemies or doing a good bit of damage to enemy Warriors when Regular Attacks just aren't cutting it.

Try varying these attacks to see which Combo Attacks do what. For more info on Combo Attacks, open the Scenario Information screen with the Start button, head to Warrior Info, and click Check Combos to see a list of everything your equipped weapon can do.

SPECIAL ATTACKS

We've covered Combo and Regular attacks, but there are still a couple of others to tackle, namely, Special Attacks and Focus Spirit. Special Attacks are moves that can be used only after filling at least one bar of your Special Attack Meter. Once you've achieved that, press the Special Attack button to activate a Special Attack. Like any other attack, Special Attacks are specific to the weapon being used. They are often the most powerful attack in your arsenal and are even better at damaging foes and clearing out enemies than Combo Attacks. You fill your Special Attack Meter by attacking enemies with Regular and Combo Attacks and by picking up Triforce Pieces from enemy Captains, Jars, and tufts of grass.

FOCUS SPIRIT



The final attack isn't necessarily an attack in and of itself, but it packs a punch and has a few moves not unlike Special Attacks. Focus Spirit boosts the attack power, attack speed, and defense of the Warrior that uses it. It also makes it so you can't be staggered when hit (though, you can still be knocked in the air by a particularly strong attack) and allows you to break the guard of your enemies if you just keep attacking with Regular Attacks. You are also given rewards based on how many enemies you defeat while Focus Spirit is active, and your Focus Spirit Meter will continue to increase slightly as you reach those rewards. To activate Focus Spirit, you must first fill the Meter by collecting Magic Jars from enemy drops, breakable green Jars, and tufts of grass. Once it's full, hit the Focus Spirit button and Focus Spirit will activate and remain active until the Focus Spirit Meter in the top-left corner of the screen depletes. When it depletes, your Warrior will perform a powerful attack with a very wide range, not unlike a Special Attack. You can also have your Warrior perform a completely different Focus Spirit Attack by pressing the Special Attack button, but be warned: This will end your Focus Spirit prematurely. The great benefit to ending your Focus Spirit with that particular attack is that it will reveal the Weak Point gauge of almost any enemy Warrior, Captain, or Giant Boss. All in all, Focus Spirit is incredibly useful, but because you need to fill the Meter with a particular type of item, it can be very difficult to use it more than once or twice a battle, so use it wisely! And make sure to mainly use it for normal enemies; you won't get a lot out of Focus Spirit when using it against an enemy Warrior or Giant Boss, unless you use the Special Attack button to reveal their Weak Point gauge.

FOCUS SPIRIT REWARDS

The rewards you receive while in Focus Spirit are totally dependent on how many enemy KOs you get. The following is list of all the rewards you receive while Focus Spirit is active and how many KOs you need to get them:

25 KOs: More Rupees!

50 KOs: More EXP!

75 KOs: More Hearts!

100 KOs: More Rare Materials!

130 KOs: More High-Rank Weapons!

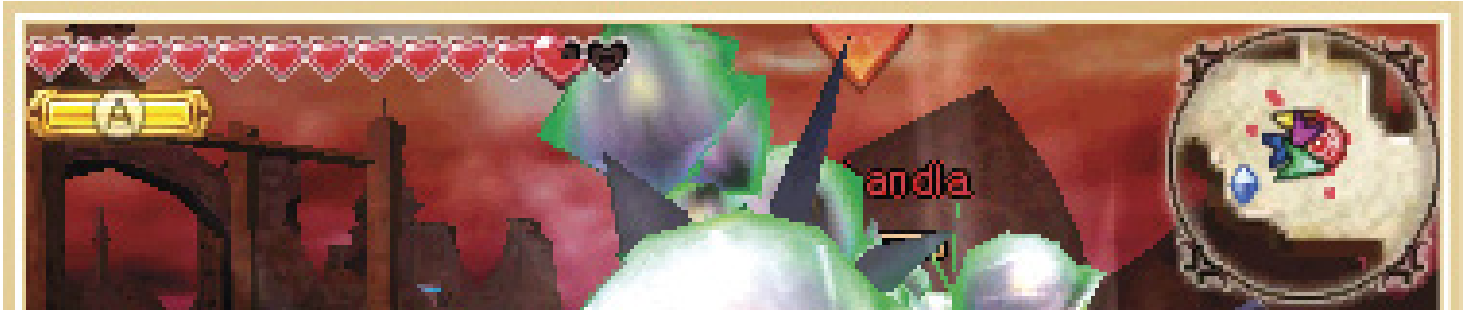
GUARDING

There is one more very important technique that you can use in combat: guarding. Guarding is the act of holding the Guard button to, well, guard! This is an extremely important technique when it comes to taking on Giant Bosses, enemy Warriors, and Captains. Aside from being able to deflect damage from enemy attacks, guarding while challenging an enemy Warrior will almost always get them to perform a move that will reveal their Weak Point gauge (more on Weak Point gauges in a moment). Enemy Warriors tend to have a good bit of health, so being able to perform a Weak Point Smash by depleting their Weak Point gauge is incredibly handy, especially if you're in a bind and need to defeat an enemy Warrior swiftly (which you will have to do frequently). It can be easy to forget that you can guard in the game, but do your best to log it away in your brain for future use; you'll thank us for it.

BADDIES AND HOW TO BEAT THEM

There are a variety of enemies to face off with in *Hyrule Warriors*: normal soldiers, Captains, Warriors, and Giant Bosses. Every enemy you encounter—with the exception of normal soldiers—has a Weak Point gauge. What's a Weak Point gauge, you ask? It's the single most important element to defeating enemies in the game. When specific attacks are performed, from either you or your enemy, a hexagon will appear above the enemy's head for a short period of time. This is your chance to strike! Every attack you do will deplete their Weak Point gauge little by little. Once the Mark is completely depleted, you'll perform a Weak Point Smash: a devastating attack that, more often than not, deals more damage than any other move in the game. Make a point to deplete Weak Point gauges as quickly as possible.

GIANT BOSSES



When it comes to taking down Giant Bosses, nothing works better than teamwork. Gather multiple playable Warriors near a Giant Boss to gain special benefits known as Smash Boost Power!

If two playable warriors gather near a Giant Boss, 50% of their Magic gauges instantly fills. Plus, the Warriors can refill the Magic gauge just by attacking enemies.

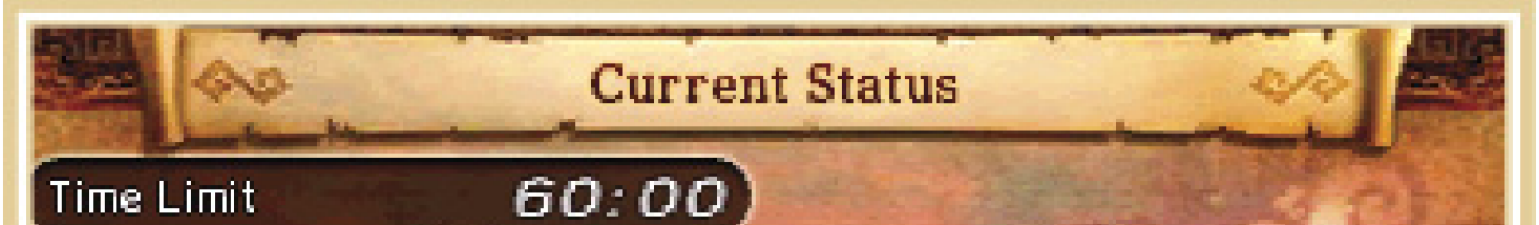
If three playable Warriors gather near a Giant Boss, its Weak Point gauge depletes faster than normal.

If four playable Warriors gather near a Giant Boss, the Giant Boss receives greater amounts of damage from attacks than normal.

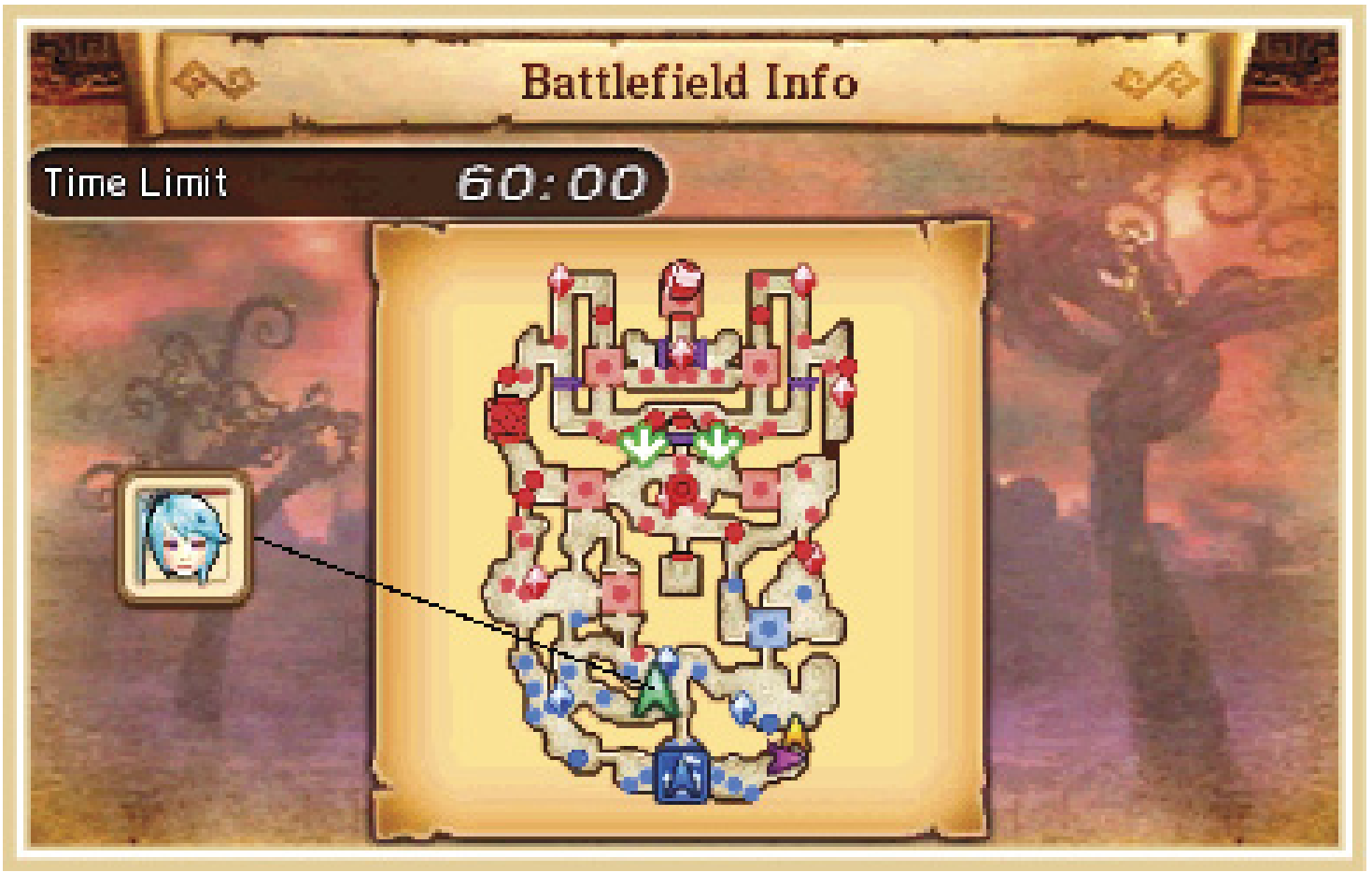
Command your Warriors to converge on Giant Bosses to bring them down with ease!

THE FLOW OF BATTLE

The general goal of almost every Scenario in the game is to take Keeps, defeat enemies, and protect the Allied Base and an allied Warrior. Missions will pop up from time to time to give you specific objectives to progress the Scenario, and failing them can cause you to fail the entire battle. There are a few things you want to always be on the lookout for when completing Scenarios. Here are a few guidelines to follow:



Always read the Victory and Defeat Conditions at the Scenario Information Screen that appears before you officially start the battle.

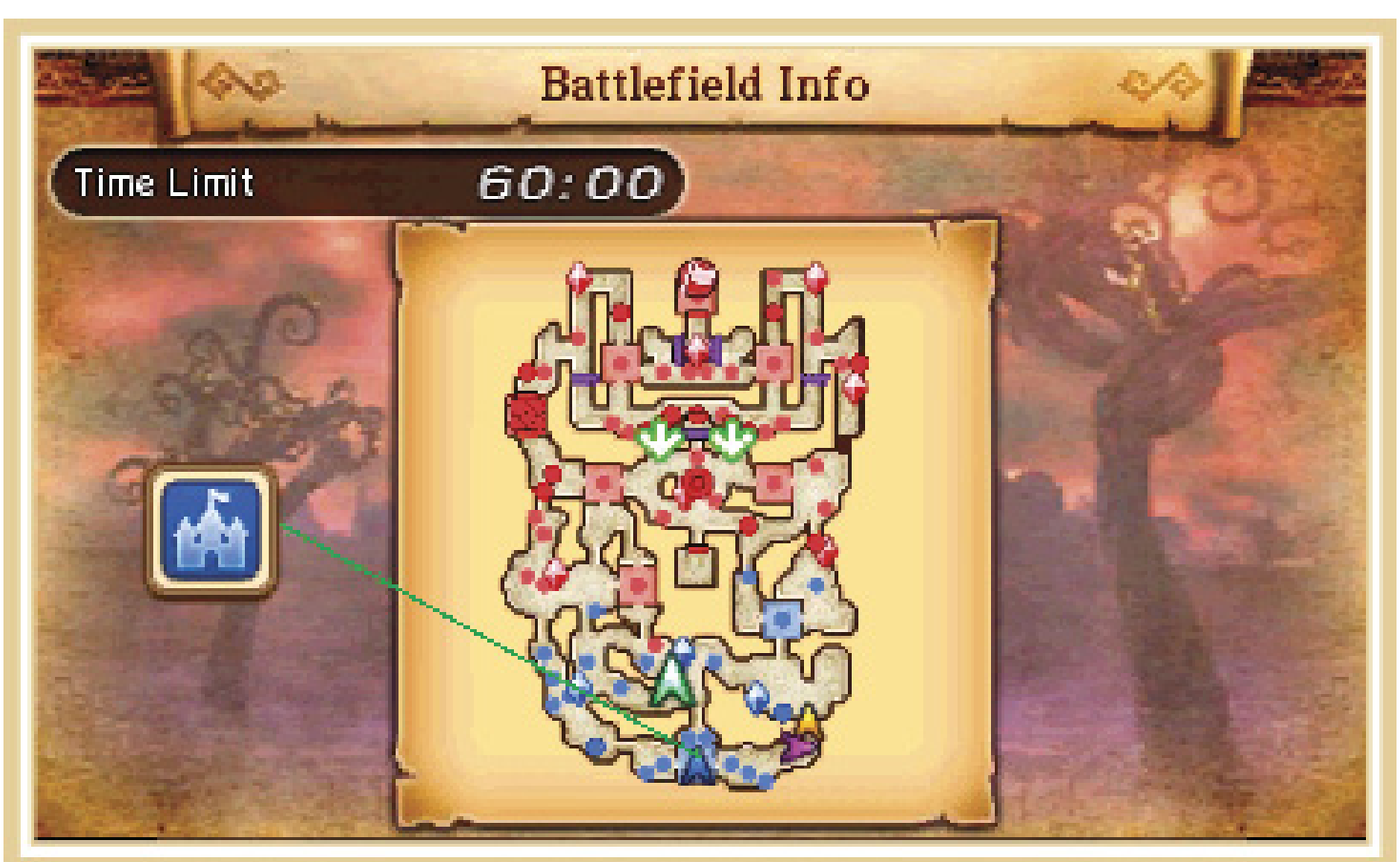


Make sure to use the Battlefield Info screen to see where your allies are, especially the one that needs to be prevented from fleeing.

Always make a point to defeat any enemies with a Health Bar if you are not pressed for time. While traveling around the battlefield to complete missions, you'll undoubtedly encounter lots of enemies with Health Bars. While normal enemy soldiers will struggle to do anything of significance to your allies, even minor enemies with Health Bars can tip the scales of a battle out of your favor if you're not around. Defeat Captains, Warriors, and anything else with a Health Bar to maintain a firm grasp of the field and to keep yourself from having to race over to the other side of the map to rescue allies while in the middle of a mission.

Regularly check on the Allied Base to make sure it isn't full of enemy Captains.

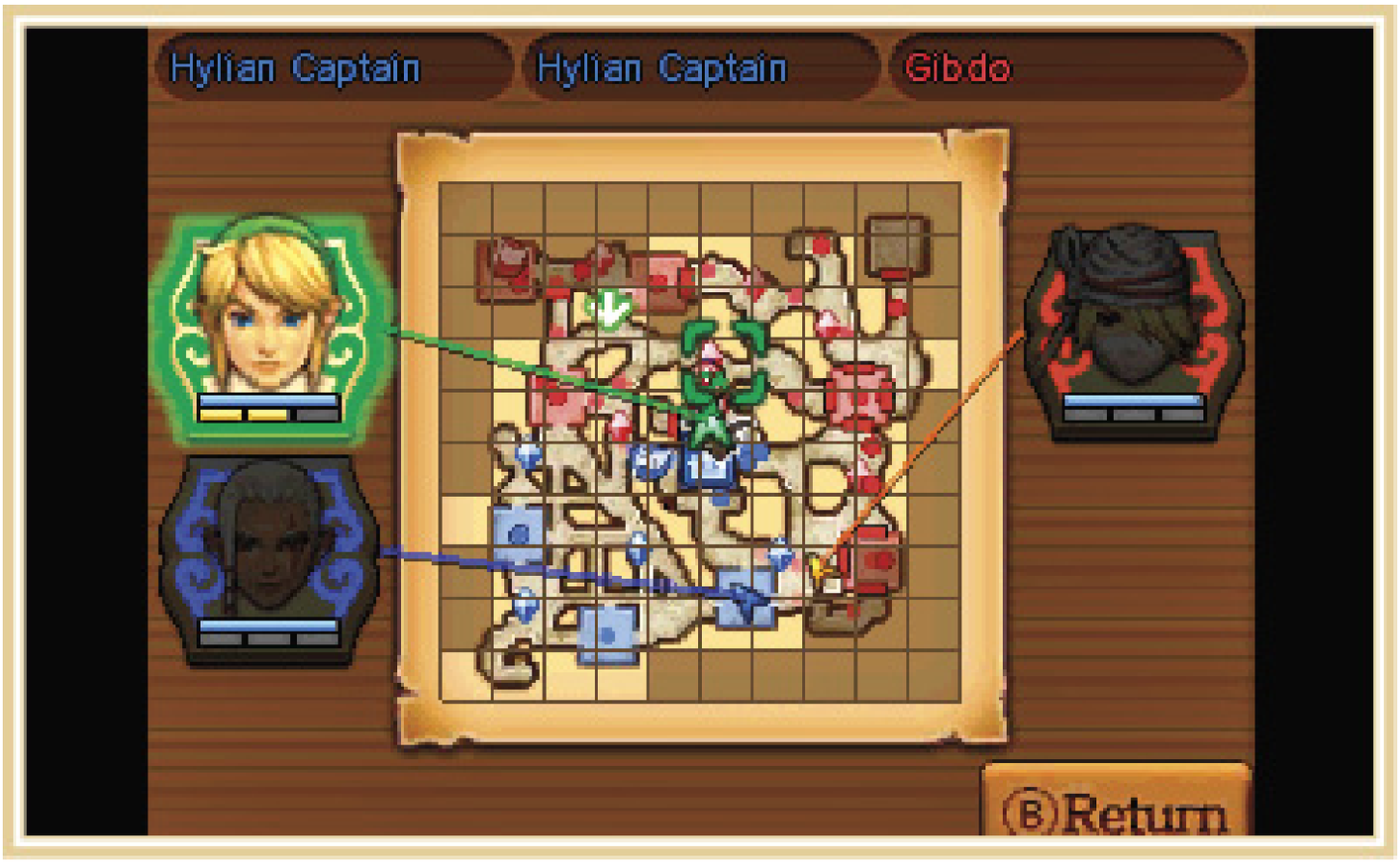
Captains can be sneaky and slip right into the Allied Base without your noticing. If left alone, they can cause a ton of damage to the Allied Base, which will give you a tremendous amount of trouble later in a Scenario, if they don't outright capture it first. If you see any red or yellow circles inside theAllied Base, race over there and clear it of enemy Captains immediately.



Another important tip is that you can heal any allied Warrior or Captain if their Health Bar drops to around a third by walking into the green rings that encircle them when their health gets that low. Entering the green circle fills your allies' Health Bar completely and keeps them from fleeing the battlefield—an invaluable tool when the one in danger is the one that will cause the Scenario to fail if they flee.

COMMANDING CHARACTERS

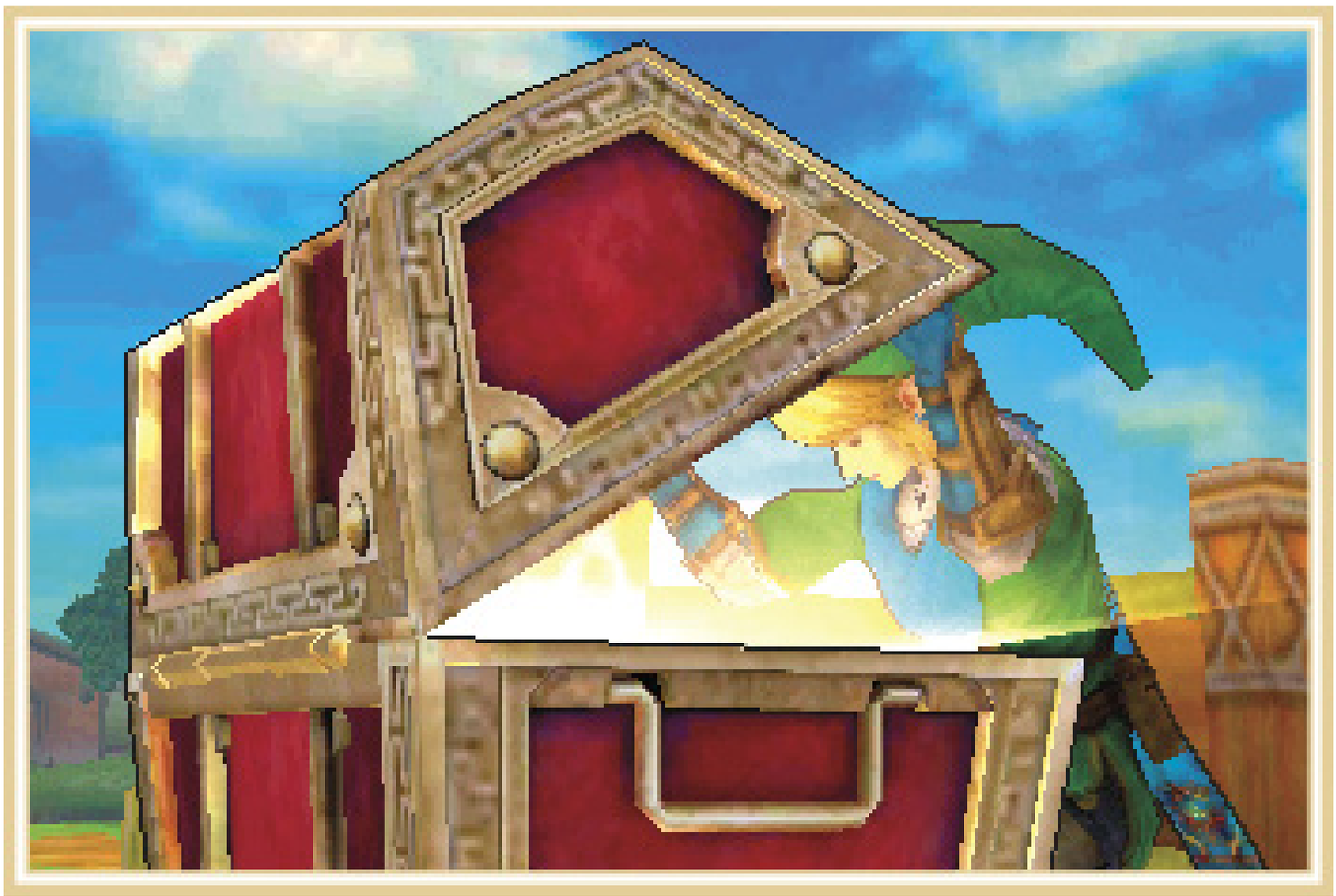
Many Scenarios present you with multiple playable Warriors, letting you switch between Warriors on the fly. Additional playable Warriors may become available as a Scenario unfolds, so pay close attention to the bottom screen. If multiple Warrior portraits appear on the bottom screen, then you can take control to any of those Warriors. Simply tap a Warrior's portrait to take control of that character.



You can also issue special orders to playable Warriors via the Command screen. Press the Start button to pause the action, then select Command from the Pause menu. Highlight a Warrior and press the A button, then select any space on the map and press the A button again to call up your command options for that space.

After pressing the A button to select a space, a list of command options appears based off the space's contents. For example, if you've selected a space with a Keep, then you can order your Warrior to capture or defend that Keep (depending on its allegiance). If you've selected a space that features an enemy, you can command a playable Warrior to intercept and battle that enemy. If you've selected a space with an ally (playable or not), you can order your Warrior to escort and defend that ally. Use the Command screen to coordinate your forces with greater efficiency during frantic battles, completing objectives and battling foes on multiple fronts.

TREASURE CHESTS

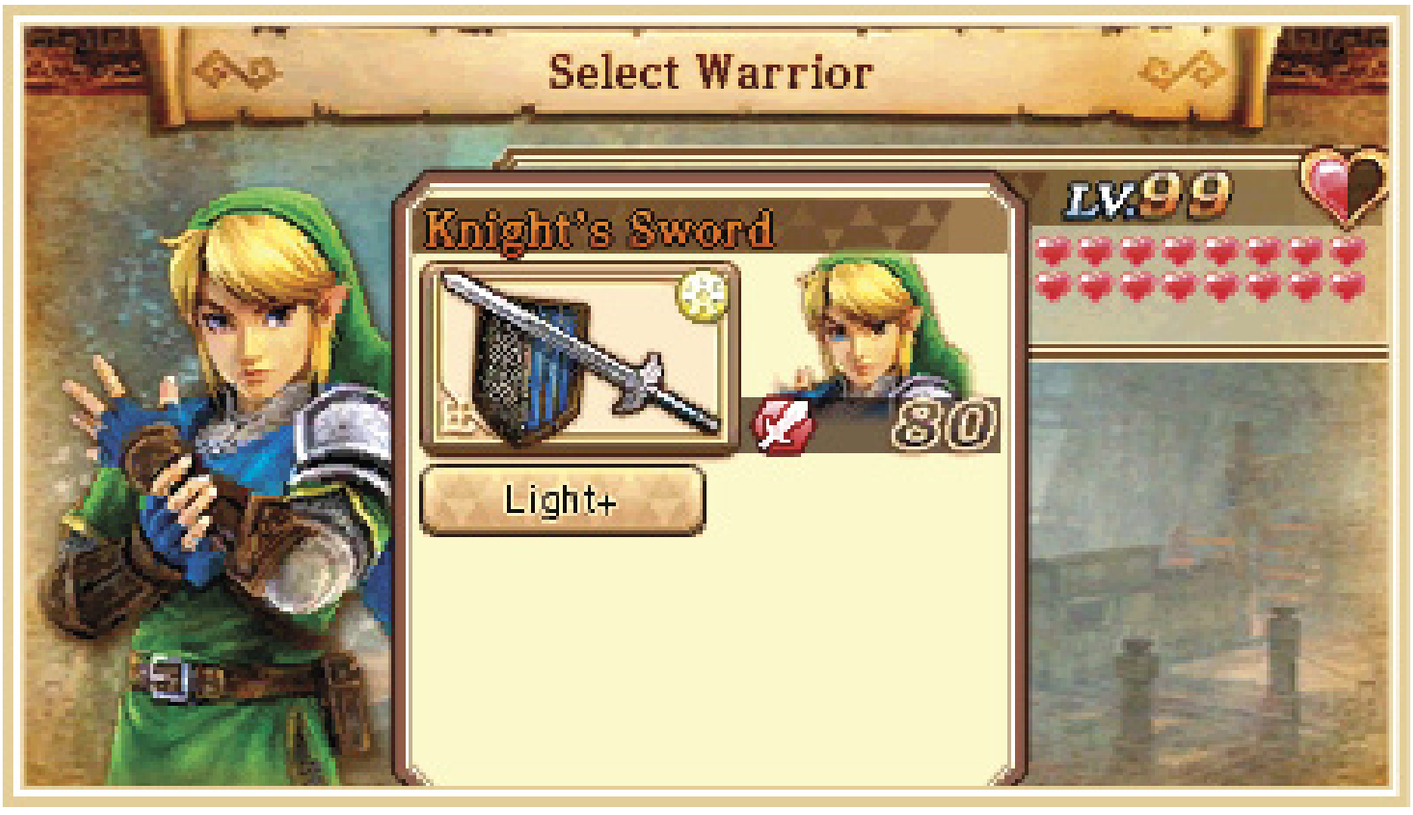


Treasure chests in *Hyrule Warriors* are a lot like treasure chests in other *Legend of Zelda* titles, in that they almost always contain a rare item or Rupees. Here are some important aspects about Treasure Chests so you can get the most out of this game.

Chests can contain a variety of rare items such as Pieces of Heart, Heart Containers, and Sealed Weapons. Getting your hands on these items can be pretty tricky if you don't know how they work. The thing is, *Hyrule Warriors* boasts 24 playable Warriors, each with their own Health Bar. When it comes to obtaining Heart Containers and Pieces of Heart, each Warrior has to grab their own. That means, when a Scenario in Adventure Mode or Legend Mode has a Piece of Heart or a Heart Container, you can collect it only with the Warrior who's shown with it. If you attempt to grab one of these items without the indicated Warrior, it'll show up as a generic brown chest with nothing but Rupees inside.

The rare items you can find in treasure chests are called Sealed Weapons. These crystallized weapons are found in the same kind of chests you'd find Heart Containers and Pieces of Heart in, but you don't need to be playing as a specific Warrior to claim them. At the end of the Scenario in which you found them, Sealed Weapons will become either a new weapon or a new weapon type. Each Sealed Weapon is fixed, so you can only find it once; after that, the item in the chest will be nothing more than a simple Weapon Bag.

WEAPONS



You'll probably spend a lot of time trying to find new weapons, improving upon the old ones and trying to make sense of everything in between. Weapons are found in weapon bags and Sealed Weapons on the battlefield. They are also offered as rewards for completing Adventure Mode Scenarios with an A-Rank after using an Item Card to root them out. There are a lot of elements to how weapons work and how to get the most out of them, so here's all the need-to-know information.

TYPES

Every weapon has three different versions of it, each one more powerful than the last. Link, for example, starts off with his Knight's Sword, the first type of his Hylian Sword. He can find three more, better types of the Hylian Sword called the White Sword, the Magical Sword, and the Magical Sword +. Each new type of weapon offers more slots for Weapon Skills and a higher base damage. After you've unlocked a new weapon type, variations of it will begin showing up in Weapon Bags that enemies drop during a Scenario.

WEAPON SKILLS

These are the second most important part of making a strong weapon. Weapon Skills offer extra damage and other benefits when attached to a weapon that you brought into battle. Most Weapon Skills offer very specific damage boosts, but other Skills offer more or better item drops from enemies and the ability to find more Hearts and Rupees. You can use the Smithy in the Bazaar to take Weapon Skills you like from one weapon and put them in another, but be warned: The weapon you are taking the Weapon Skill from will be destroyed in the process.

STARS

The stars next to the weapon show how much a weapon's base damage has been boosted. All weapon types have a fixed base attack damage that only grows based on the number of stars found on a weapon. Each added star adds an additional 10 percent attack damage to a weapon. The damage added by stars is automatically added to the weapon, so the attack power you see is the attack power you get. Just keep all of this in mind when you're visiting the Apothecary or wondering if adding the Stars+ Weapon Skill is worth it. It is and you should make a point to try to get higher starred items as often as possible.

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Hero Training

Free Mode

There isn't much to say about this mode, except that it's the same as Legend Mode, but has no Warrior restrictions. Have a favorite Scenario, but your favorite Warrior can't be used in it? Want to know what it would be like to play as a bad guy in a Scenario that featured only good guys? Well, then Free Mode is for you!

GOOD TO GO

That pretty much covers everything you need to know to excel in *Hyrule Warriors*. We hope you'll keep this information in mind while you play, so you can get the most out of your experience with this game. Have a great time playing and enjoy this fun and interesting twist on the *Zelda* franchise. Good luck!

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Hyrule Warriors Legends

Companion Fairies

Once you start playing through Adventure Mode you unquestionably run into Companion Fairies. Unlike the Barrier Fairies you use to remove elemental barriers from Keeps, Companion Fairies allow you to use a Fairy Magic, which is a massive magic explosion that can sometimes capture a Keep in one fell swoop. There's a lot more to them than just their magic, and this section of the guide tells you all about it.

HOW TO OBTAIN THEM

First things first. We'll start with the most important aspect of Companion Fairies, which is how to obtain them. Companion Fairies can only be found in Adventure Mode and you have to find them in a somewhat specific fashion. They show up under the "Treasure" box on the list of Rewards for an Adventure Mode level, but they aren't found inside of chests. Instead,

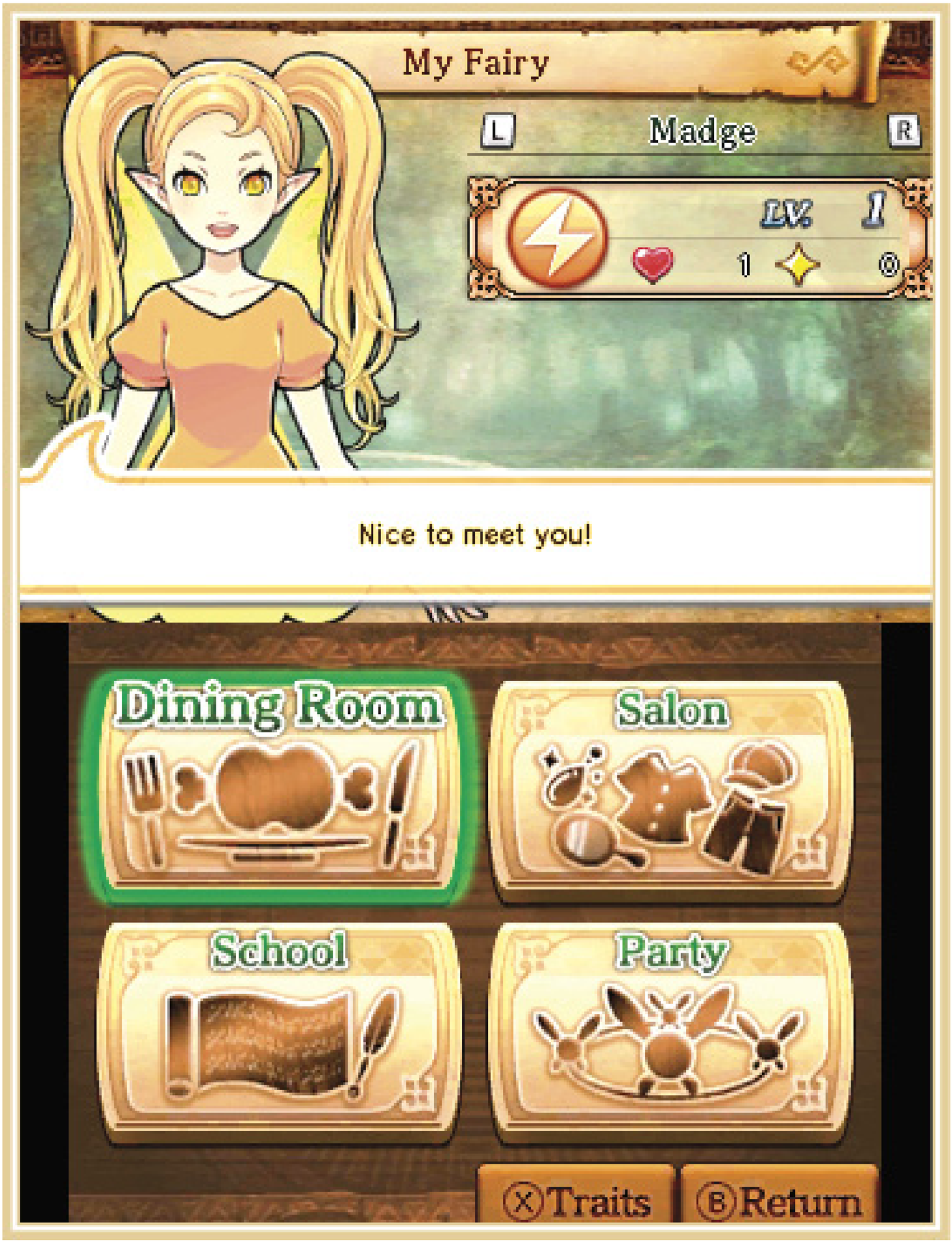
Companion Fairies show up in pots in a level that lists them as a “Treasure” reward, so make sure to break every pot you find in those stages until you find the Fairy.

NEED SPACE? NO PROBLEM!

You can only hold a limited number of Companion Fairies at a time, which means that you’ll have to release a Fairy from time to time if you find a new one you really like. Have no fear, however! The Fairy you released will reappear on the Adventure Mode level you originally found it in, so if you’re having regrets, just head back to that level and pick it up again!

Once you’ve found a Companion Fairy, you can go back to the main menu and select “My Fairy” to view it.

INTERACTING WITH YOUR COMPANION FAIRY



You have a number of choices once you're in the "My Fairy" section: Dining Room, Salon, School and Party. We go over each of these in greater detail, but for now we'll just give you a quick summary of each of them.

You can feed your Fairy in the Dining Room, which boosts their personality stats, raises their level, and helps you gain access to Rental Skills, which are the most useful aspect of Companion Fairies.

The Salon is used to put Fairy Clothing on your Fairy to increase some of its attributes, like making its elemental attack stronger, or lowering the cost to use their explosive Fairy Magic.

You can use the School to select Rental Skills after you've unlocked them in the Dining Room. You can also temporarily get additional Rental Skills by connecting with friends who also have Hyrule Warriors: Legends via a local wireless connection. They'll be able to share a Rental Skill from their Fairy with you for a period of 24 hours. After that the skill will disappear and you'll have to connect with your friend through local wireless if you want to use the skill again.

Speaking of which, in order to link up with your friends, you all need to select "Party". This is where you can link up with other friends and borrow their Companion Fairy skills. You can only have three Fairies queued up at a time, so you have access to a maximum of three Rental Skills from other players at any given time.

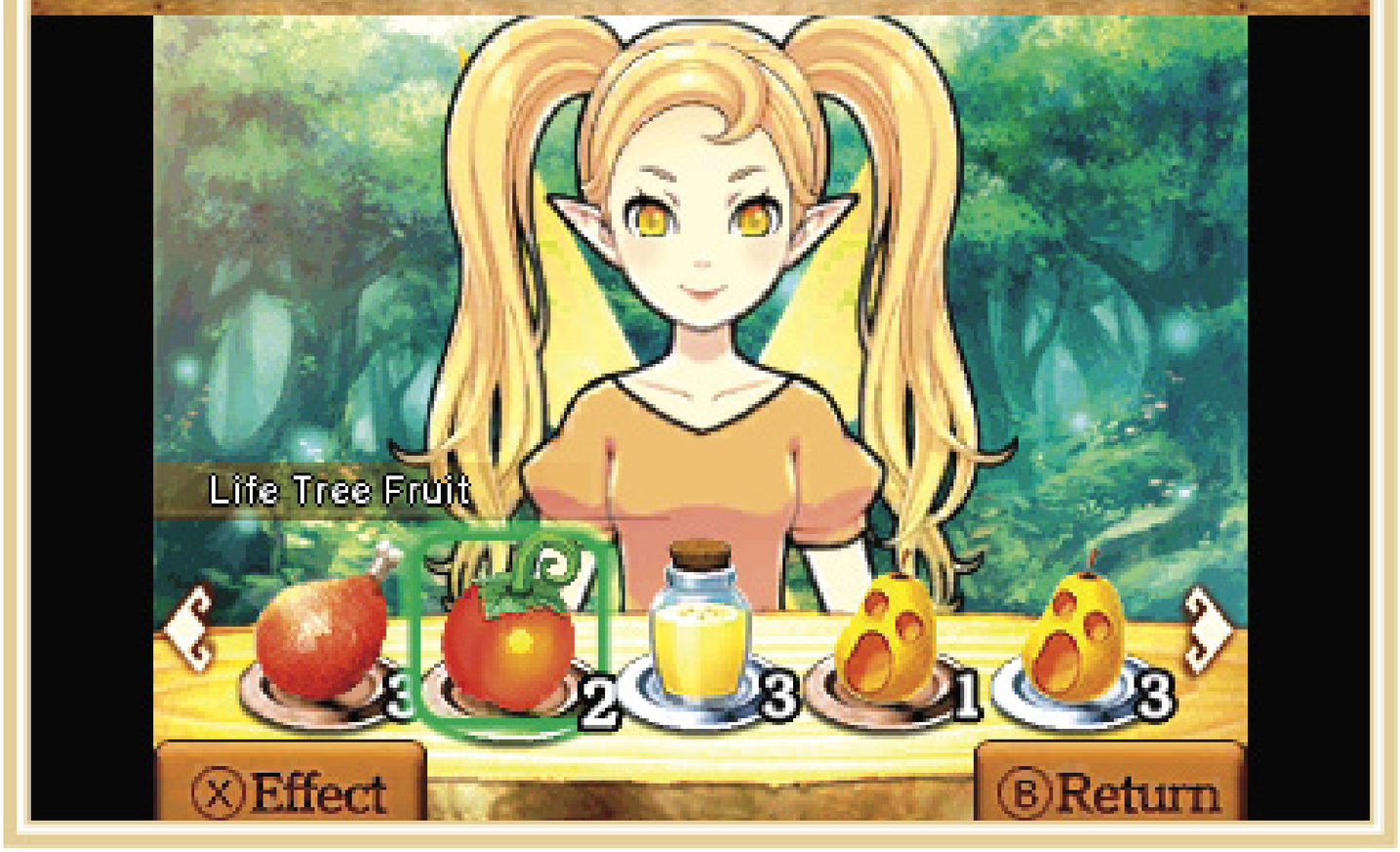
FAIRY GROWTH

To raise make your Fairy stronger and to unlock Rental Skills, you must feed and care for your Fairy.

CARING FOR FAIRIES

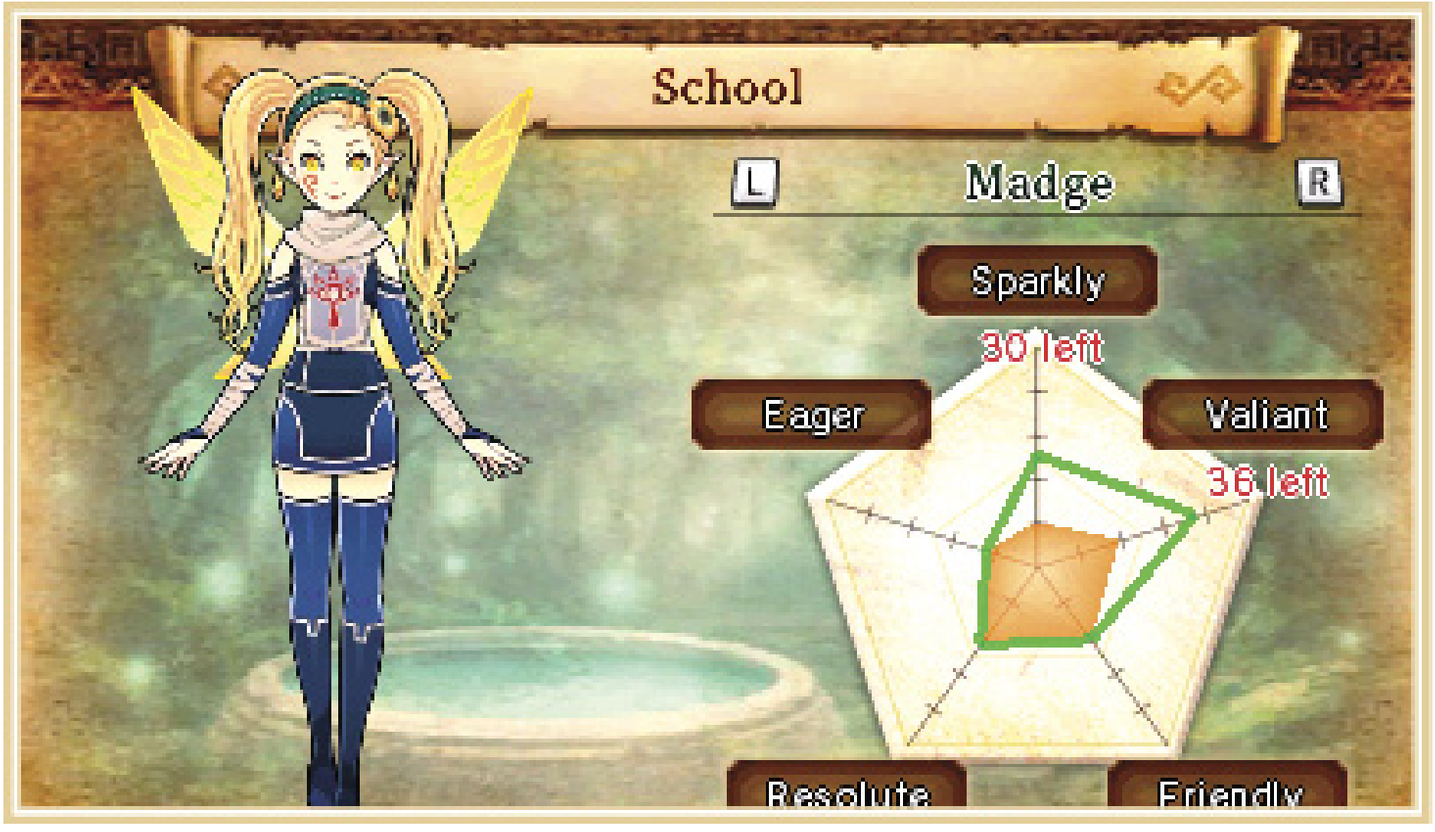
You'll find several Companion Fairies during your battles in Adventure Mode. While it might seem advantageous to feed and use several different Fairies, avoid doing that! Making your Fairy the strongest by unlocking the best Rental Skills in the game is a long and challenging process. Fairy Food can be pretty tough to come by, especially the good stuff that raises your Fairy's stats the fastest. Finding a Fairy you like and focusing almost exclusively on it makes getting the best Rental Skills in the game much easier and prevents you from having to grind to get enough Fairy Food. So grab a handful of Fairies off of the Adventure Mode Maps, choose one you like the most, and level it up exclusively.

PERSONALITIES

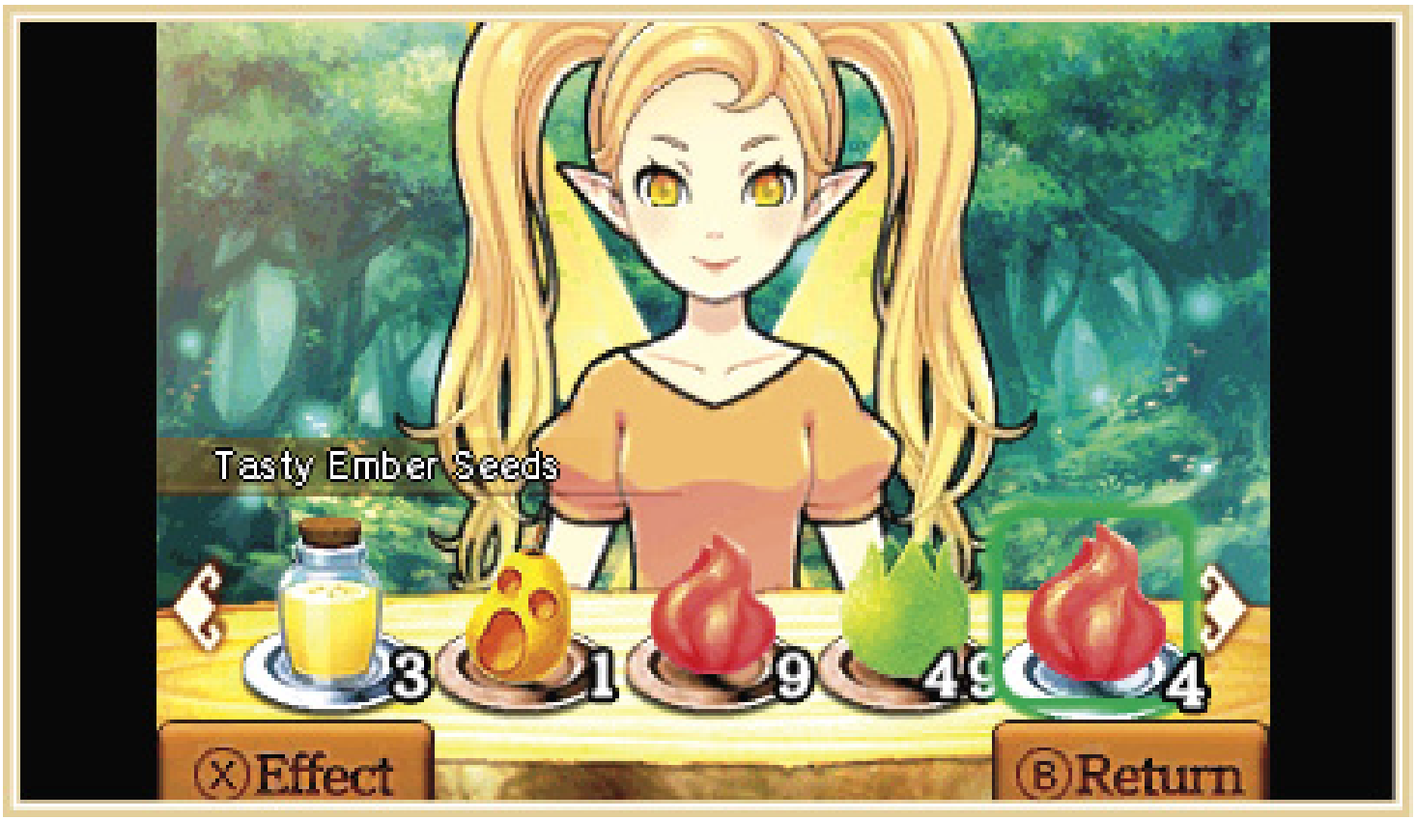


Every Fairy has five personality traits and each one rises and falls depending on what you feed your Fairy. What do these personality traits do? They completely determine what Rental Skills you unlock and when.

If you head over to the School, you can scroll down the list of Rental Skills and read the descriptions. You may not be able to see the names of all the Rental Skills, but being about to read the descriptions shows you what each Rental Skill does and how to unlock it. This is important to pay attention to and we'll get to why in just a moment.



FOOD



Every time you feed your Fairy, it gains or loses points in specific personality traits. Rental Skills require your Fairy to have certain personality traits at a specific level, which means you must take great care in what you feed them. Certain foods raise a trait while lowering another.

FAIRY FOOD TYPES

There are five different types of Fairy Food:

Feast: Includes anything named with Eggs, Cheese, All-Purpose Bait, and Meat.

Drink: Includes anything named with Lon Lon Milk, Pumpkin Soup, Sacred Water, Elixir Soup, Great Fairy's Tears, Chateau Romani, Bottled Water, and Spring Water.

Plant: Includes anything named with Odd Mushroom, Deku Nut, Magic Beans, Life Tree Fruit, Light Fruit, Stamina Fruit, Water Fruit, Hyoi Pear, Ember Seeds, Scent Seeds, Pegasus Seeds, Gale Seeds, Mystery Seeds, and Pumpkin.

Weird: Includes anything named with Mushroom Spores, Skullfish, Bombfish, Chu Jelly, Bee Larvae, and Rock Sirloin.

Fish: Includes Greengill, Ordon Catfish, Hyrule Bass, Hylian Pike, and Hylian Loach.

OBTAINING FOOD

Like Materials and Weapons, Fairy Food has different quality and rarity levels. Finding the best Fairy Food is a real challenge and is almost completely up to the game on whether or not it drops. Heading to the Twilight or Termina Adventure Mode maps helps raise your chances of obtaining higher tier Fairy Food, as will using Potions from the Apothecary that increase Fairy Food drop rates.

FAIRY FOOD RARITY LEVELS

Fairy Food comes in three different quality ratings per type of food. The names of the quality ratings change between food categories, but the quality of the food is consistent between categories.

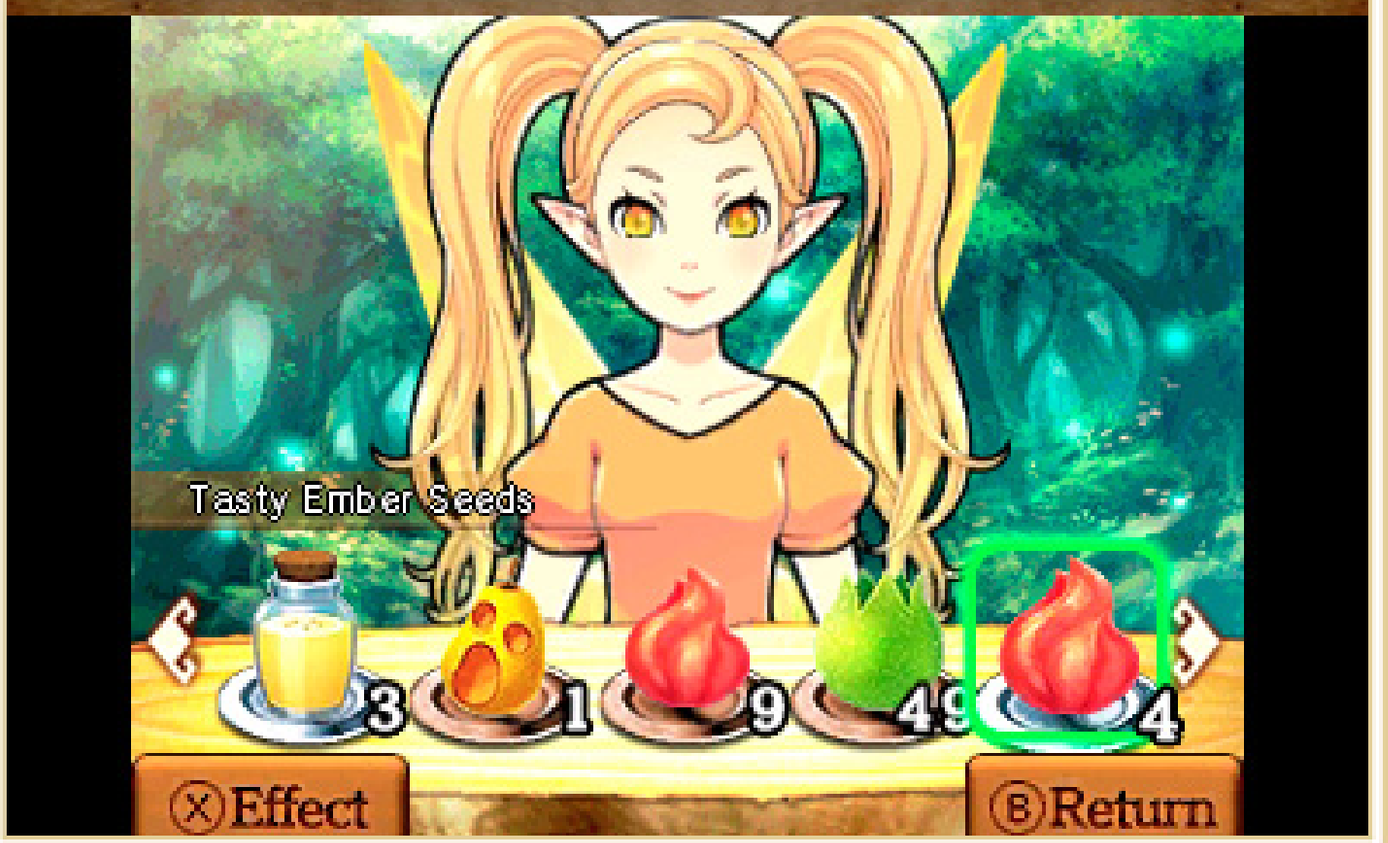
Blank: This is just the name of the food with no rating in front of it. “Lon Lon Milk,” “Hyoi Pear,” etc.

Tasty: This is the second tier of quality for Fairy Food. If you find food with any of these adjectives in front their names, it’s a tier two level of quality, which offers slightly more personality trait points than the first tier food.

Delicious: This is the third tier of Fairy Food, the best of the best. If you see Fairy Food listed under the “Treasure” tab for an Adventure Mode level, it’s guaranteed to be of this tier. Once you’ve obtained it, just complete a few other levels and the food will be readily accessible from that level again.

Fairy Food drops from enemy Captains and Warriors just like Materials and Weapon Bags; it’s also in a bag, same as those two, but the bag is more rounded at the bottom than the others. If you see one of the Fairy Food icons in the “Treasure” box in Adventure Mode, that means you’re more likely to find that category of food.

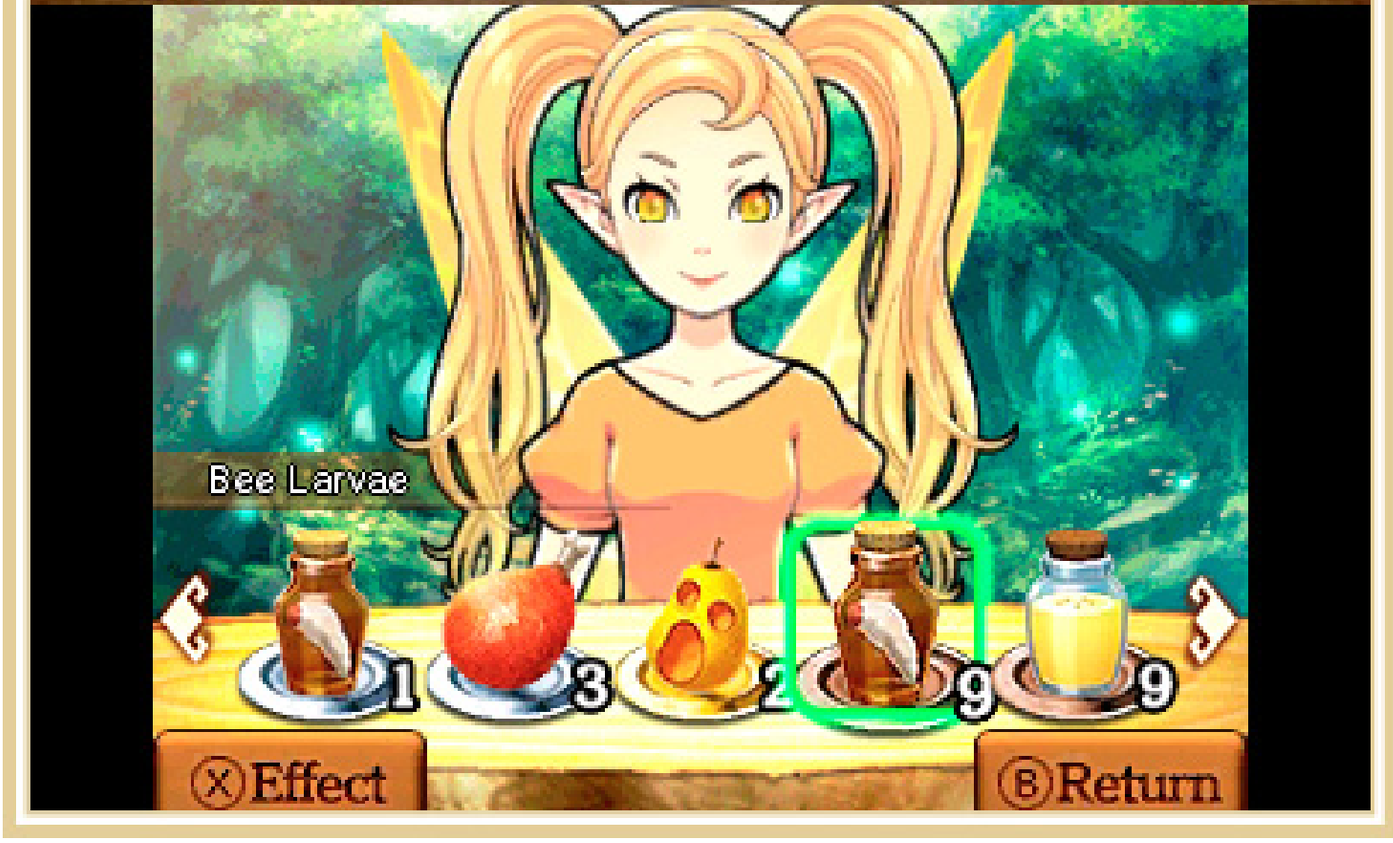
LEVELING



Food also has a specific elemental attribute assigned to each type of food, which rises as you feed your Fairy that food, but lowers if you feed them food of a different attribute. After an elemental attribute reaches a certain level, your Fairy gains an added effect to their Fairy Magic: the explosion you use during levels.

Every time you feed a Fairy, their level goes up. When a Fairy's level reaches 99, food no longer raises their personality traits or their elemental attributes. There's a very simple and advantageous way to reduce their level back to 1, but we'll get to that shortly. Raising a Fairy's level isn't necessary to have a powerful Fairy. In fact, raising their level is more of a way to limit how many times you can feed them so that you think more carefully about what to feed them at all times.

FAIRY MAGIC



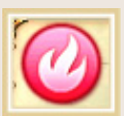
We've talked about food and elemental attributes, but all of that means very little without explaining how those things affect combat. When you're in a level, if you have a full Focus Gauge, you can tap the icon in the bottom-left corner of the bottom screen to use Fairy Magic—and trigger a massive explosion that blows up all nearby enemies. It's excellent for clearing Keeps swiftly or for taking out a large group of enemy forces while buffing your allies or debuffing any nearby enemies.

If you've fed your Fairy enough food to raises one of their elemental attributes to a certain level, a special effect is added to your Fairy Magic based on what element you've added to your Fairy.

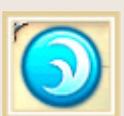
These effects only affect enemies and allies within the barrier icon as displayed on the map, but they can help turn the tide of battle pretty quickly. Say your Allied Base and Commander are on the verge of defeat and the Allied Base is positively swarming with enemies. If your Fairy has the Shine element (the yellow icon that looks like a gear) on their Fairy Magic, any allies that are within the invisible barrier created by the Fairy Magic slowly regain health, while any small enemies near you when you used the Magic are almost certainly defeated instantly.

FAIRY MAGIC ELEMENTAL TYPES

There are five elements in the game and a Fairy can gain added effects to their Fairy Magic, depending on how high their elemental attributes are. The effects of each elemental type are:

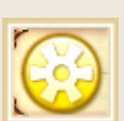


Bombos: Lowers defense of enemy troops within the barrier created by Fairy Magic.

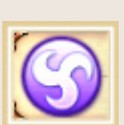


Ether: Raises defense for allied troops within the barrier created by Fairy Magic.

Quake: Lowers speed for enemy troops within the barrier created by Fairy Magic.

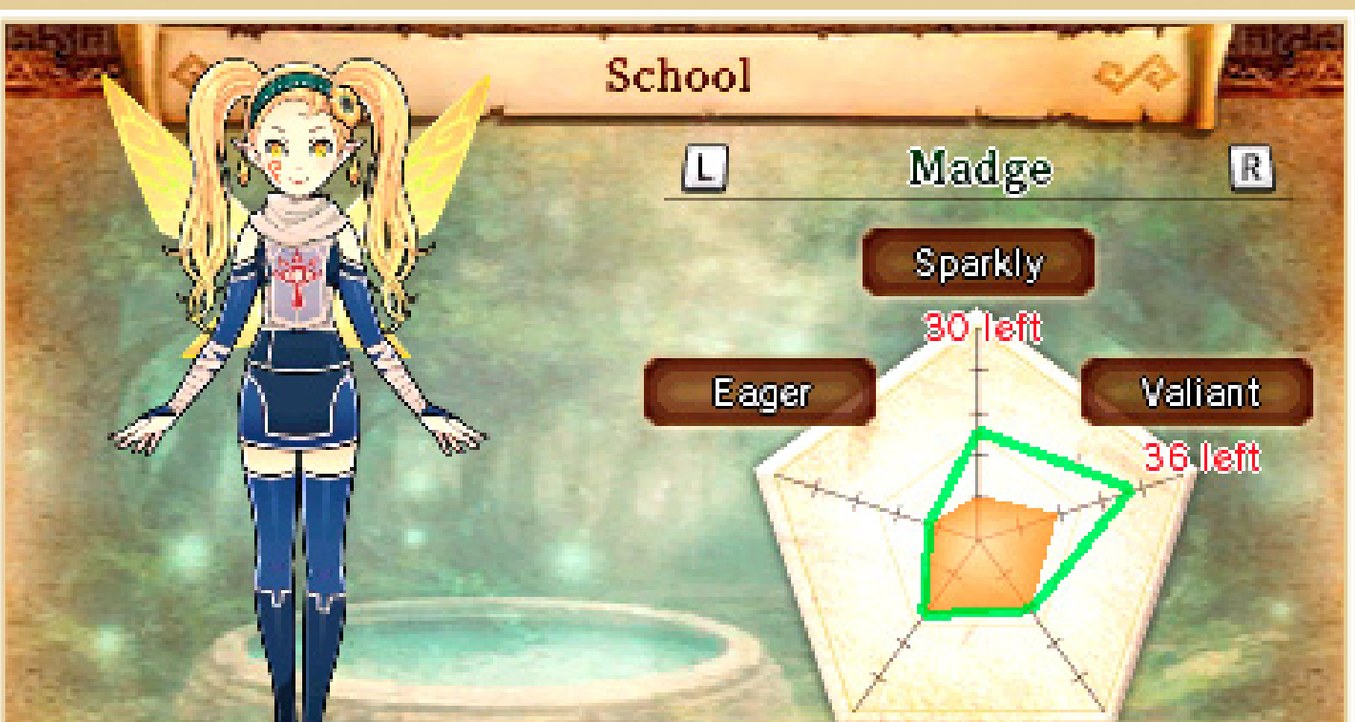


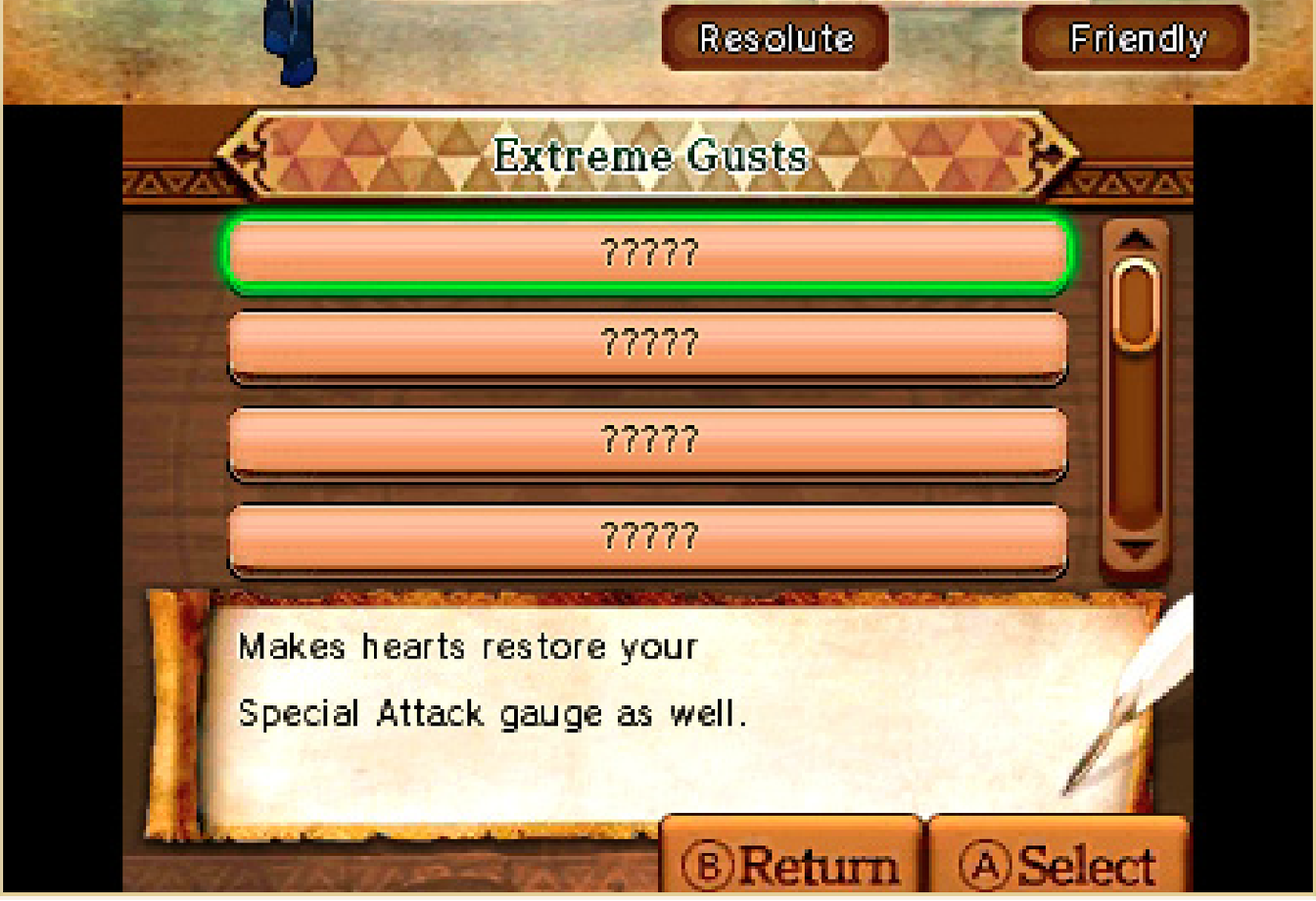
Shine: Restores health for allied troops within the barrier created by Fairy Magic.



Shade: Inflicts damage on enemy troops within the barrier created by Fairy Magic.

RENTAL SKILLS





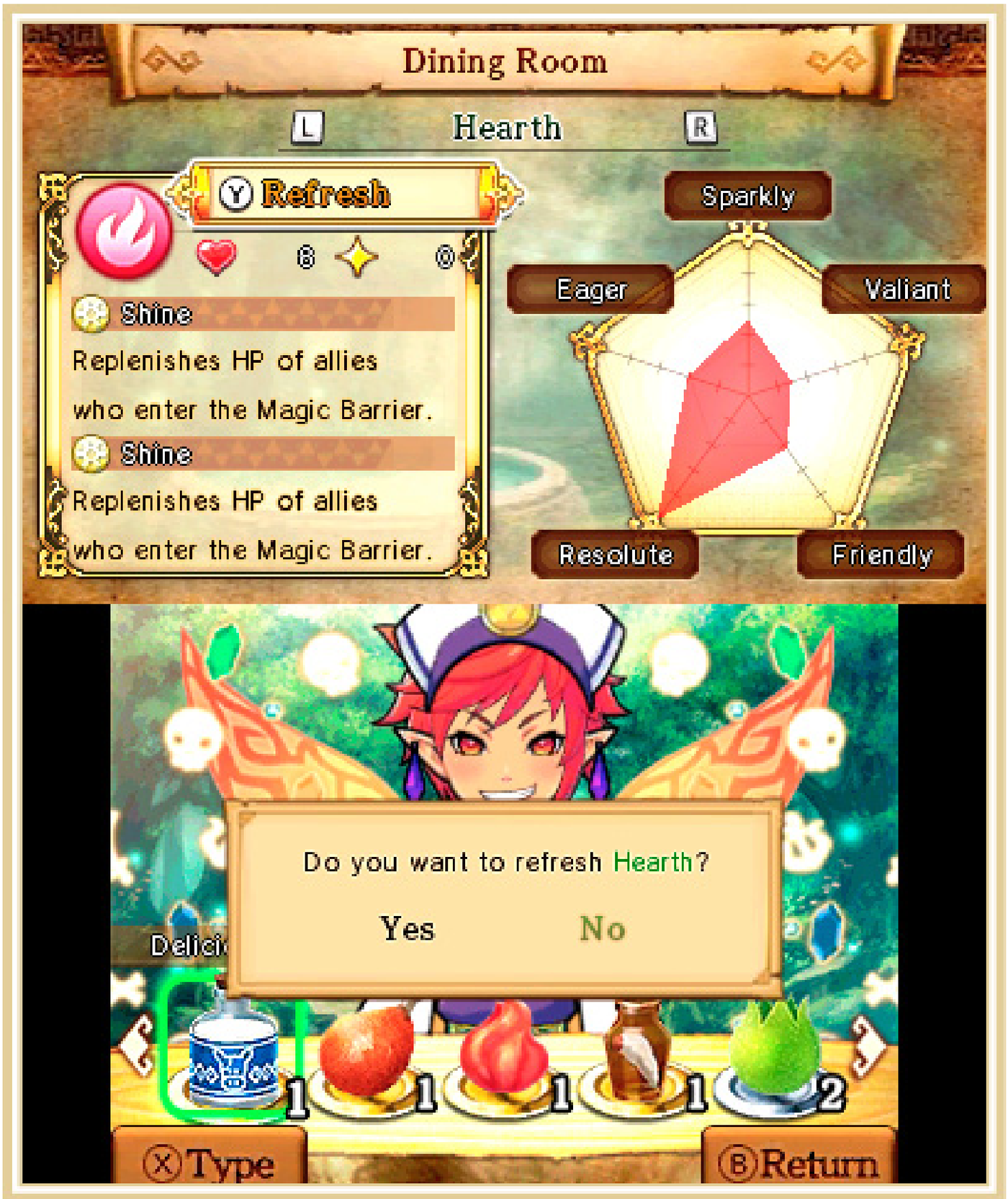
We touched on them briefly already, but we're going to go into greater detail about Rental Skills here.

Rental Skills have the potential to be the greatest asset to your conquest of Adventure Mode in the game. Every Rental Skill has point requirements for specific personality traits. If you take a look at the School and begin scrolling down that seemingly endless list of question marks, you'll see the graph on the right side of the top screen change and shift. Numbers appear underneath the names of each of the personality traits and some of the traits are red. The numbers reflect how many points you need in that trait to unlock the highlighted Rental Skill, while the red trait names indicate that you need a personality trait that you don't currently have. The best way to get the best Rental Skills in the game as soon as possible is to find the one you want, then feed your Fairy food that raises the required personality traits.

Once you've unlocked a Rental Skill, you can use it in battle by tapping the Sub-Weapon icon in the bottom-right corner of the bottom screen. This opens up the Sub-Weapon Menu.

The Rental Skill is at the top of the Sub-Weapon Menu, slightly to the left. Some Rental Skills activate automatically, which means they won't be selectable. In cases like those, the Rental Skill is darkened, so it's very clear whether or not it's usable.

REFRESH

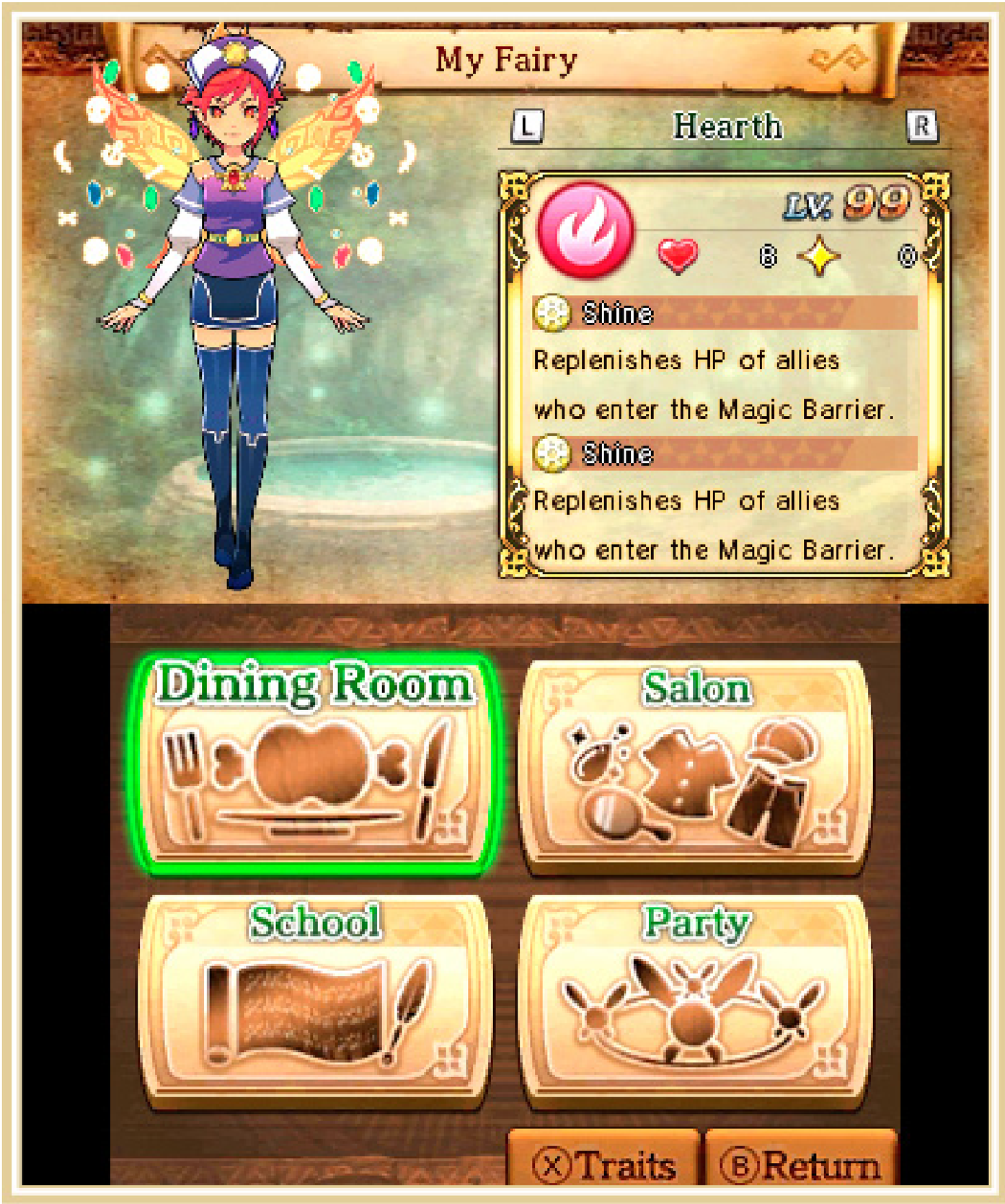


We've told you that 99 is the level cap for Fairies and that some spells require certain personality traits that your Fairy may not have, at least not when you first obtain them. What do you do to keep raising your Fairy's traits and obtain those incredible Rental Skills? You Refresh.

Refreshing reduces your Fairy back to level 1 while maintaining 10 percent of their total personality trait stats. You lose your elemental attributes and their boosts to your Fairy Magic, but can start feeding your Fairy with that 10 percent boost to their traits, which allows you to get much farther than you did before Refreshing.

It should also be mentioned that your Fairy's Trust level won't diminish when you Refresh. What is a Trust level? Glad you asked!

TRUST

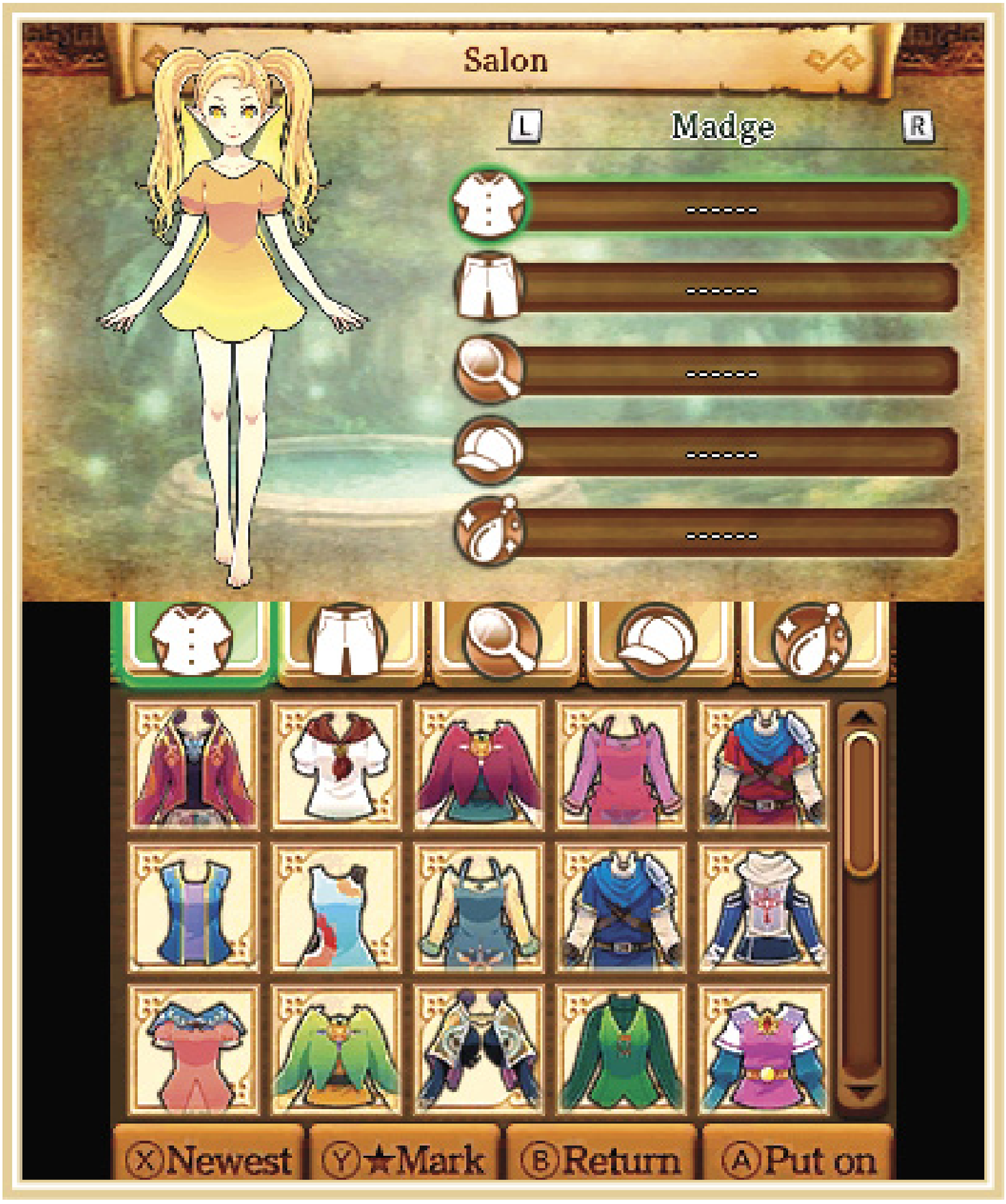


As you care for your Fairy, their Trust level (which is represented by the Heart icon near the top-left corner of the top screen), this figure increases. As it does, they begin showering you with gifts like Weapons, Rupees, and Materials.

Every once in a while, your Fairy mentions a desire for a specific type of Food. This won't be as simple as "I want Lon-Lon Milk!"

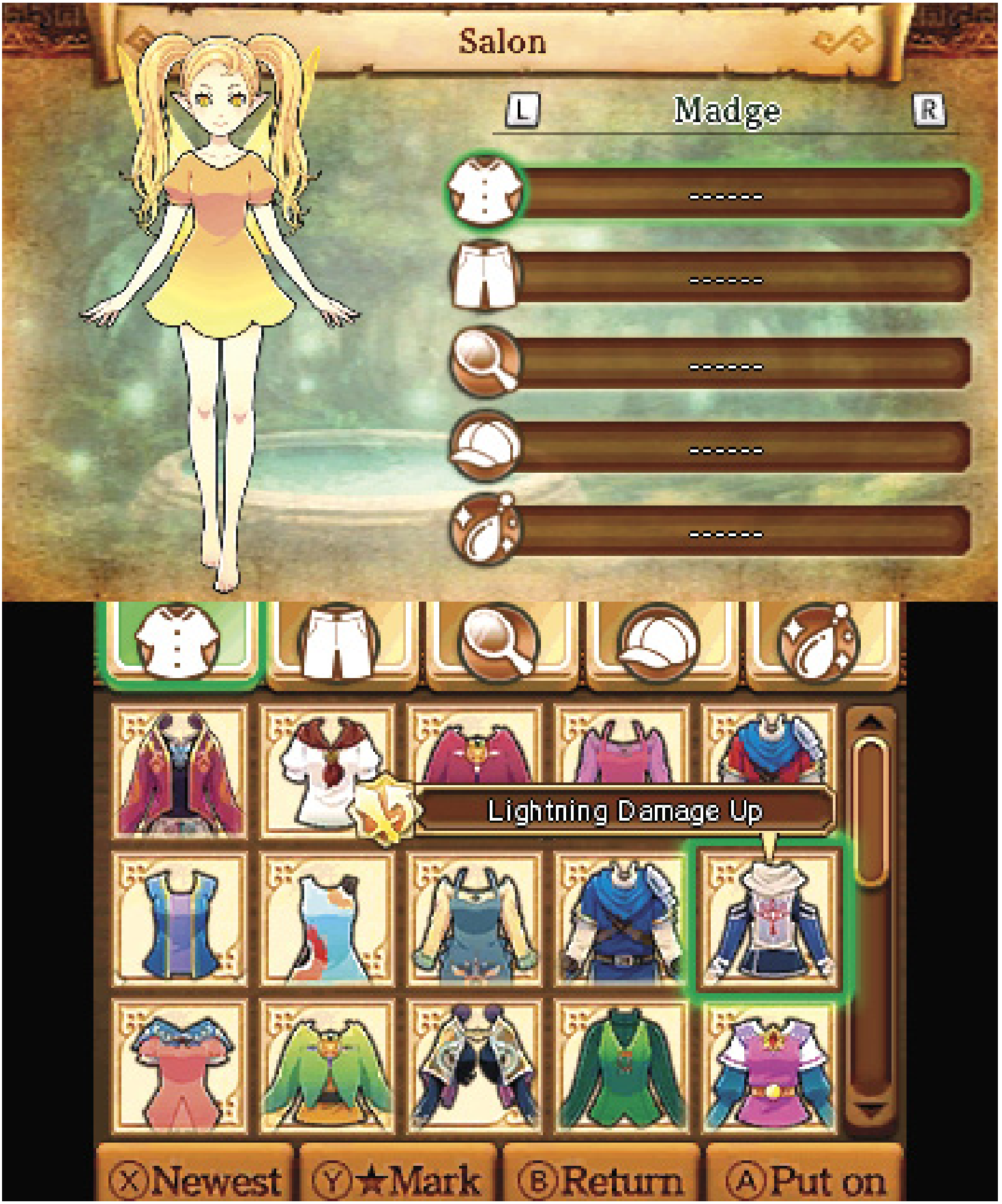
Instead, your Fairy will say something like, “I want something sweet!” If you give your Fairy food that meets their request, their Trust goes up by 1. Every time your Fairy makes one of these requests, it actually has a craving for a specific food item. You have no way of knowing exactly what item it’s craving, but if you manage to meet the Fairy’s secret demand, her trust will go up by 5 instead of 1.

FAIRY CLOTHING

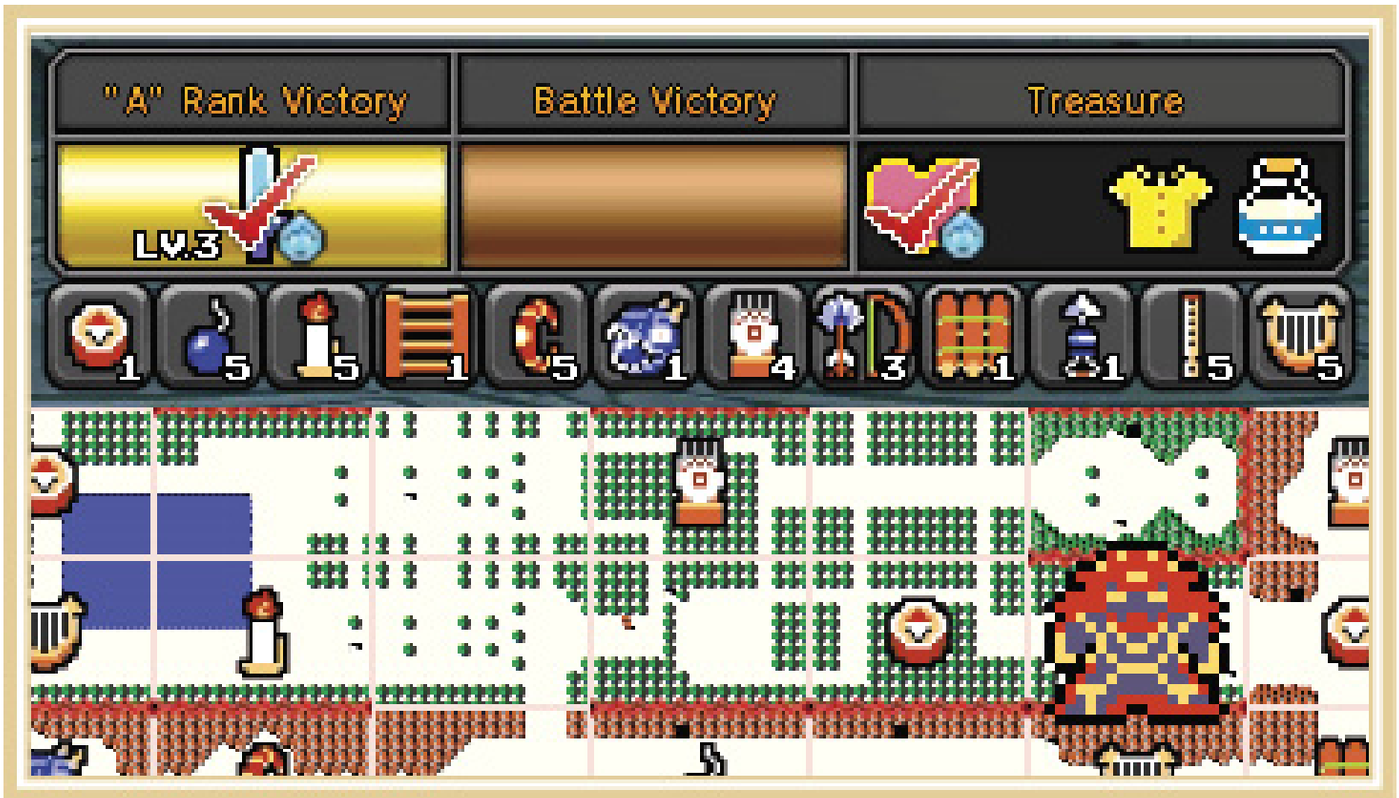


Aside from raising your Fairy’s stats with food, you can also boost your Fairy’s Magic with Fairy Clothing. Dressing them up in certain attire either boosts their Fairy Magic damage or lowers the Focus Gauge cost of that magic—or both.

To get these boosts, you need to put on clothing with a white description instead of a black one. As you might have guessed, a black description means that the effect in the description won't work for your Fairy, while a white one will. Make sure to put on as many clothing items with white descriptions as you can to get the maximum benefits of Fairy Clothing.



Fairy Clothing shows up in the "Treasure" box in Adventure Mode, same as Fairy Food and Fairies themselves. The key difference here is the Fairy Clothing DOES show up in treasure chests, unlike Food and Fairies. If you see one of the five Fairy Clothing icons listed as a treasure for an Adventure Map stage, be on the lookout for any treasure chests in the level if you want to collect it.



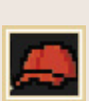
FAIRY CLOTHING TYPES

There are five types of Fairy Clothing to find in Adventure Mode. Here's a list of each of them with their icons as they appear in the "Treasure" box in Adventure Mode:

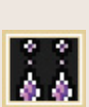
Fairy Clothing: Top – Includes all shirts and dresses.

Fairy Clothing: Bottom – Includes all pants and skirts.

Fairy Clothing:Make-Up – Includes all face paints and auras.



Fairy Clothing:Headwear – Includes hats, masks, and headbands.



Fairy Clothing: Jewelry – Includes earrings, necklaces, and bandanas.

CLOTHING AND FOOD

Here are lists of all the Fairy Clothing items and Fairy Food in the game.

CLOTHING

TOPS

Kokiri Cardigan

Zora Tunic

Sheikah Shirt

Royal Tunic (Pink)

Royal Tunic (Purple)

Pirate Vest

Island Dress (Flower)

Island Dress (White)

Wind Robe (Black)

Wind Robe (Red)

Outset Shirt

Skyloft Shirt (Tan)

Skyloft Shirt (Blue)

Skyloft Shirt (Short Pink)

Skyloft Shirt (Short Blue)

Skyloft Shirt (Short Orange)

Skyloft Shirt (Short Red)

Skyloft Shawl (Pink)

Skyloft Shawl (Green)

Skyloft Shawl (Blue)

Skyloft Shawl (Magenta)

Skyloft Apron (Purple)

Skyloft Apron (Red)

Skyloft Apron (Blue)

Skyloft Apron (Tan)

Spirit Dress

Demon Lord Cape

Demon Lord Shirt

Twilight Top

Magic Top

Butterfly Top (Blue)

Butterfly Top (Dark)
Hero’s Clothes (Green)
Hero’s Clothes (Blue)
Hero’s Clothes (Red)
Hero’s Clothes (Purple)
Hero’s Clothes (Yellow)
Ranch Top (Yellow)
Ranch Top (Red)
Deku Dress
Happiness Dress
Forest Top

BOTTOMS
Kokiri Shorts
Zora Skirt
Sheikah Leggings
Royal Skirt (Pink)
Royal Skirt (Purple)
Pirate Slacks
Skyloft Skirt (Orange Pumpkin/Blue/Orange)
Skyloft Skirt (Orange Pumpkin/Green/Blue)
Skyloft Skirt (Orange Pumpkin/Blue/Purple)
Skyloft Skirt (Green Pumpkin/Orange/Magenta)
Skyloft Slacks (Red)
Skyloft Slacks (Blue)
Skyloft Slacks (Pink)
Skyloft Slacks (Tan)
Demon Lord Slacks
Twilight Skirt
Magic Skirt
Butterfly Skirt (Blue)
Butterfly Skirt (Black)
Hero’s Trousers
Ranch Skirt (Pink)

Ranch Skirt (Blue)
Balloon Shorts

MAKE-UP
Sheikah Facepaint (Red)
Sheikah Facepaint (Grey)
Pirate Aura
Treasure Aura
Island Aura (Pink/Blue)
Island Aura (Purple/Orange)
Wind Aura
Farore's Aura
Swirly Cheeks
Butterfly Makeup
Goron Facepaint (Tan)
Goron Facepaint (Red)
Goron Facepaint (Orange)
Moon's Aura
Fiercy Deity Facepaint

HEADWEAR
Kokiri Band (Orange)
Kokiri Band (Pink)
Kokiri Band (Yellow)
Royal Hood (Pink)
Royal Hood (Purple)
King of Red Lions Mask
Rito Mask
Korok Mask
Phantom Horns
Bone Hat
Butterfly Headband (Purple)
Butterfly Headband (Black)
Fused Shadow Mask

Deku Tiara (Pink)
Deku Tiara (Red)
Happiness Tiara
Postman Hat (Red)
Postman Hat (Blue)
Bunny Hood (Yellow)
Bunny Hood (Purple)
Trickster Mask

JEWELRY
Zora Earrings (Purple)
Zora Earrings (Yellow)
Zora Earrings (Red)
Pirate Bandana
Demon Lord Earrings (Blue)
Demon Lord Earrings (White)
Demon Lord Earrings (Black)
Twilight Jewel
Snowhead Necklace (Black)
Snowhead Necklace (Blue)

FOOD

NAME	CATEGORY	ELEMENT	FIRE	WATER	LIGHTNING	LIGHT	DARKNESS	PERSONALITY: SPARKLY	PERSONAL SOFT
Weird Egg	Feast	Light	0	0	0	1	0	2	0
Tasty Weird Egg	Feast	Light	0	0	0	2	0	5	-2
Delicious Weird Egg	Feast	Light	0	0	0	3	0	10	-5
Lon Lon Milk	Drink	Light	0	0	0	1	0	2	0
Tasty Lon Lon Milk	Drink	Light	0	0	0	2	0	2	0
ReTastying Lon Lon Milk	Drink	Light	0	0	0	3	0	5	-2
Odd Mushroom	Plant	Darkness	0	0	0	0	1	0	0
Tasty Odd Mushroom	Plant	Darkness	0	0	0	0	2	2	0
Delicious Odd Mushroom	Plant	Darkness	0	0	0	0	3	2	0
Deku Nut	Plant	Lightning	0	0	1	0	0	-1	0
Tasty Deku Nut	Plant	Lightning	0	0	2	0	0	0	0

Delicious Deku Nut	Plant	Lightning	0	0	3	0	0	2	0
Magic Beans	Plant	Water	0	1	0	0	0	2	0
Tasty Magic Beans	Plant	Water	0	2	0	0	0	5	0
Delicious Magic Beans	Plant	Water	0	3	0	0	0	5	-2
Pumpkin Soup	Drink	Fire	1	0	0	0	0	0	0
Tasty Pumpkin Soup	Drink	Fire	2	0	0	0	0	2	0
Delicious Pumpkin Soup	Drink	Fire	3	0	0	0	0	2	0
Sacred Water	Drink	Water	0	1	0	0	0	2	0
Tasty Sacred Water	Drink	Water	0	2	0	0	0	5	-2
ReTastying Sacred Water	Drink	Water	0	3	0	0	0	10	-5
Life Tree Fruit	Plant	Light	0	0	0	1	0	0	0
Tasty Life Tree Fruit	Plant	Light	0	0	0	2	0	2	0
Delicious Life Tree Fruit	Plant	Light	0	0	0	3	0	2	0
Light Fruit	Plant	Light	0	0	0	1	0	2	0
Tasty Light Fruit	Plant	Light	0	0	0	2	0	5	-2
Delicious Light Fruit	Plant	Light	0	0	0	3	0	10	-5
Stamina Fruit	Plant	Fire	1	0	0	0	0	2	0
Tasty Stamina Fruit	Plant	Fire	2	0	0	0	0	5	0
Delicious Stamina Fruit	Plant	Fire	3	0	0	0	0	5	-2
Water Fruit	Plant	Water	0	1	0	0	0	-1	0
Tasty Water Fruit	Plant	Water	0	2	0	0	0	0	0
Delicious Water Fruit	Plant	Water	0	3	0	0	0	2	0
Mushroom Spores	Weird	Lightning	0	0	1	0	0	2	0
Tasty Mushroom Spores	Weird	Lightning	0	0	2	0	0	5	-2
Delicious Mushroom Spores	Weird	Lightning	0	0	3	0	0	10	-5
All-purpose Bait	Feast	Light	0	0	0	1	0	0	0
Tasty All-purpose Bait	Feast	Light	0	0	0	2	0	2	0
Delicious All-purpose Bait	Feast	Light	0	0	0	3	0	2	0
Elixir Soup	Drink	Fire	1	0	0	0	0	0	0
Tasty Elixir Soup	Drink	Fire	2	0	0	0	0	2	0
Delicious Elixir Soup	Drink	Fire	3	0	0	0	0	2	0

Hyoi Pear	Plant	Lightning	0	0	1	0	0	-1	0
Tasty Hyoi Pear	Plant	Lightning	0	0	2	0	0	0	0
Delicious Hyoi Pear	Plant	Lightning	0	0	3	0	0	2	0
Ordon Goat Cheese	Feast	Darkness	0	0	0	0	1	0	2
Tasty Ordon Goat Cheese	Feast	Darkness	0	0	0	0	2	0	2
Delicious Ordon Goat Cheese	Feast	Darkness	0	0	0	0	3	-2	5
Great Fairy's Tears	Drink	Light	0	0	0	1	0	0	2
Tasty Great Fairy's Tears	Drink	Light	0	0	0	2	0	0	5
ReTastying Great Fairy's Tears	Drink	Light	0	0	0	3	0	-2	5
Greengill	Fish	Water	0	1	0	0	0	0	0
Tasty Greengill	Fish	Water	0	2	0	0	0	0	2
Delicious Greengill	Fish	Water	0	3	0	0	0	0	2
Ordon Catfish	Fish	Water	0	1	0	0	0	0	2
Tasty Ordon Catfish	Fish	Water	0	2	0	0	0	-2	5
Delicious Ordon Catfish	Fish	Water	0	3	0	0	0	-5	10
Hyrule Bass	Fish	Water	0	1	0	0	0	0	2
Tasty Hyrule Bass	Fish	Water	0	2	0	0	0	-2	5
Delicious Hyrule Bass	Fish	Water	0	3	0	0	0	-5	10
Hylian Pike	Fish	Water	0	1	0	0	0	0	2
Tasty Hylian Pike	Fish	Water	0	2	0	0	0	0	2
Delicious Hylian Pike	Fish	Water	0	3	0	0	0	-2	5
Reekfish	Fish	Water	0	1	0	0	0	0	2
Tasty Reekfish	Fish	Water	0	2	0	0	0	0	2
Delicious Reekfish	Fish	Water	0	3	0	0	0	-2	5
Hylian Loach	Fish	Water	0	1	0	0	0	0	2
Tasty Hylian Loach	Fish	Water	0	2	0	0	0	0	2
Delicious Hylian Loach	Fish	Water	0	3	0	0	0	-2	5
Skullfish	Weird	Darkness	0	0	0	0	1	0	-1
Tasty Skullfish	Weird	Darkness	0	0	0	0	2	0	0
Delicious Skullfish	Weird	Darkness	0	0	0	0	3	0	2
Bombfish	Weird	Darkness	0	0	0	0	1	0	-1
Tasty Bombfish	Weird	Darkness	0	0	0	0	2	0	0
Delicious Bombfish	Weird	Darkness	0	0	0	0	3	0	2
Chu Jelly	Weird	Lightning	0	0	1	0	0	0	2

Tasty Chu Jelly	Weird	Lightning	0	0	2	0	0	0	5
Delicious Chu Jelly	Weird	Lightning	0	0	3	0	0	-2	5
Bee Larvae	Weird	Lightning	0	0	1	0	0	0	0
Tasty Bee Larvae	Weird	Lightning	0	0	2	0	0	0	2
Delicious Bee Larvae	Weird	Lightning	0	0	3	0	0	0	2
Chateau Romani	Drink	Darkness	0	0	0	0	1	0	0
Tasty Chateau Romani	Drink	Darkness	0	0	0	0	2	0	2
ReTastying Chateau Romani	Drink	Darkness	0	0	0	0	3	0	2
Bottled Water	Drink	Water	0	1	0	0	0	0	2
Tasty Bottled Water	Drink	Water	0	2	0	0	0	0	5
ReTastying Bottled Water	Drink	Water	0	3	0	0	0	-2	5
Hot Spring Water	Drink	Fire	1	0	0	0	0	0	2
Tasty Hot Spring Water	Drink	Fire	2	0	0	0	0	-2	5
ReTastying Hot Spring Water	Drink	Fire	3	0	0	0	0	-5	10
Rock Sirloin	Weird	Fire	1	0	0	0	0	0	-1
Tasty Rock Sirloin	Weird	Fire	2	0	0	0	0	0	0
Delicious Rock Sirloin	Weird	Fire	3	0	0	0	0	0	2
Meat	Feast	Fire	1	0	0	0	0	0	-1
Tasty Meat	Feast	Fire	2	0	0	0	0	0	0
Delicious Meat	Feast	Fire	3	0	0	0	0	0	2
Carrot	Plant	Lightning	0	0	1	0	0	-1	0
Tasty Carrot	Plant	Lightning	0	0	2	0	0	0	0
Delicious Carrot	Plant	Lightning	0	0	3	0	0	2	0
Ember Seeds	Plant	Fire	1	0	0	0	0	0	0
Tasty Ember Seeds	Plant	Fire	2	0	0	0	0	0	2
Delicious Ember Seeds	Plant	Fire	3	0	0	0	0	0	2
Scent Seeds	Plant	Darkness	0	0	0	1	0	0	0
Tasty Scent Seeds	Plant	Darkness	0	0	0	2	0	0	2
Delicious Scent Seeds	Plant	Darkness	0	0	0	3	0	0	2
Pegasus Seeds	Plant	Lightning	0	0	1	0	0	0	-1
Tasty Pegasus Seeds	Plant	Lightning	0	0	2	0	0	0	0
Delicious Pegasus Seeds	Plant	Lightning	0	0	3	0	0	0	2
Gale Seeds	Plant	Water	0	1	0	0	0	0	2

Tasty Gale Seeds	Plant	Water	0	2	0	0	0	0	2
Delicious Gale Seeds	Plant	Water	0	3	0	0	0	-2	5
Mystery Seeds	Plant	Light	0	0	0	0	1	0	2
Tasty Mystery Seeds	Plant	Light	0	0	0	0	2	0	5
Delicious Mystery Seeds	Plant	Light	0	0	0	0	3	-2	5
Gratitude Crystal	Feast	Fire	2	0	0	0	0	5	5
Gratitude Crystal	Feast	Fire	3	0	0	0	0	10	10
Gratitude Crystal	Feast	Water	0	2	0	0	0	5	5
Gratitude Crystal	Feast	Water	0	3	0	0	0	10	10
Gratitude Crystal	Feast	Lightning	0	0	2	0	0	5	5
Gratitude Crystal	Feast	Lightning	0	0	3	0	0	10	10
Gratitude Crystal	Feast	Light	0	0	0	2	0	5	5
Gratitude Crystal	Feast	Light	0	0	0	3	0	10	10
Gratitude Crystal	Feast	Darkness	0	0	0	0	2	5	5
Gratitude Crystal	Feast	Darkness	0	0	0	0	3	10	10
Pumpkin	Plant	Light	0	0	0	1	0	-1	0
Tasty Pumpkin	Plant	Light	0	0	0	2	0	0	0
Delicious Pumpkin	Plant	Light	0	0	0	3	0	2	0

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